

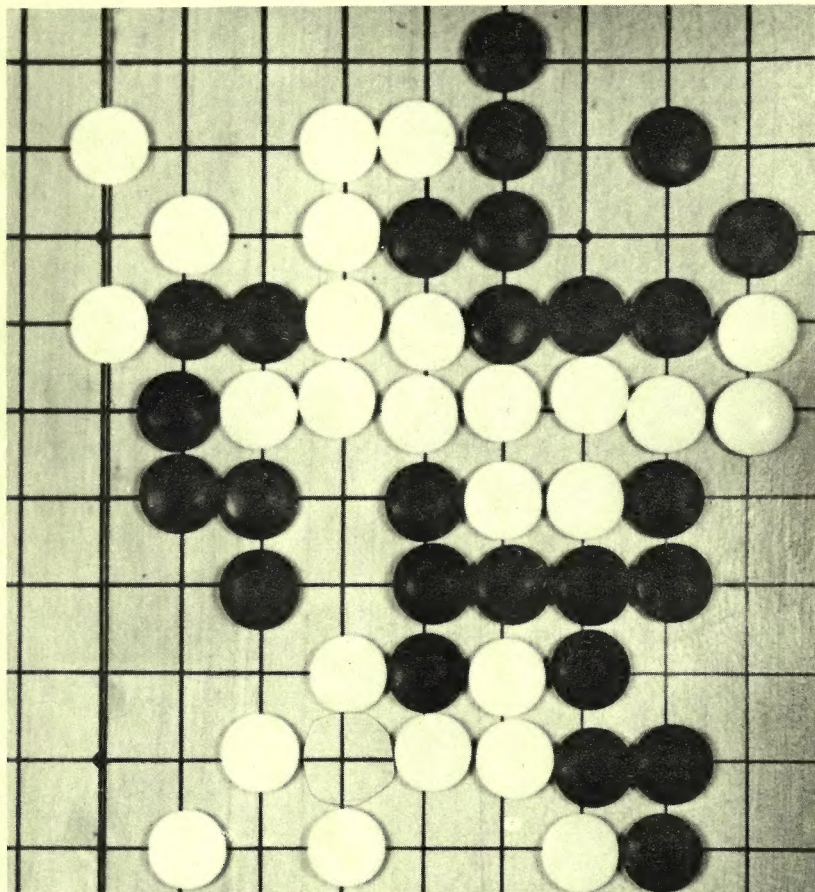
THE AMERICAN GO JOURNAL

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JULY/AUG, SEPT/OCT, NOV/DEC 1978



THE FIRST WORLD AMATEUR GO CHAMPIONSHIP

The popularity of the traditional Japanese game of Go is spreading throughout the world.

The Nihon Ki-In (Japan Go Association) and Japan Air Lines are working together to introduce a new international tournament for amateur players.

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6 months: \$28.20
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AN APOLOGY FROM THE EDITOR

I am sorry that this issue is so late. Many factors contributed to its postponement, but the central cause was the reliance on one individual (me) to get it out. The personal situation which made it impossible to fulfill my commitment to the magazine and the association will not recur. The AGA has always relied on a limited number of unpaid volunteers whose professional and personal demands (not to mention motivation) can pull them away without notice. Reaching the point where the AGA can actually operate on a businesslike basis and pay for work performed is a goal we must all support. In the interim, consistency and continuity will be difficult problems.

1978 was the third year of my editorship. I have been pleased at the response to the issues I've put out; but the time has come to "pass the torch." You may have noticed requests for volunteers interested in producing the magazine. This issue is the work of a committee of players, many of them new to the production staff. The broader sharing of the work involved is the next best method for guaranteeing a regular AGJ.

For those who find this triple issue upsetting, I can only offer an apology and the promise that future issues will come out on the proper bi-monthly schedule.

We need all the support you can give us to continue as an organizing force for American Go. While the Journal has been erratic, many other positive steps have been taken to advance the game here. While at the European Go Congress, I spoke with the players from the Peoples Republic of China. They opened the possibility of an exchange of delegations which is being followed up by John Maier of Washington, D.C. and Ron Snyder of New York. Nakaoka Giro, 7-dan and present Commissioner of the Overseas Department of the Nihon Kiin is pushing several plans for funding Go activities in the U.S. The Ishi Press is perhaps the most potent force aiding the game in the Western world. Richard Bozulich and I reaffirmed the common interests of Ishi Press and the AGA and began developing several plans for cooperatively promoting the game.

John Powers and Jim Davies of Go World sought (and received) feedback on the magazine and on the level of material needed for the AGA membership. They are anxious to increase the value of their magazine to our players. More clubs are making use of the AGA rating system for club games and the Canadian Go Association has adopted it for their use.

Bruce Wilcox has agreed to continue his Instant Go series. Jim Kerwin, the only American professional, has begun planning his return to the U.S. (tentatively 1980) when his full time efforts will be of tremendous help to the AGA. His interest, concern, and insightful thinking about teaching and promoting the game will begin to appear in the AGJ.

The continuing growth of the U.S. Championships, the 2nd meeting of the Western Executive Committee, the creation of a Canadian National Championship, the possibility of setting up professional or semi-professional Go teachers in major Go cities, and the increase in the number of organizers actively helping the AGA either nationally or in their own communities all augur well for the future of Go and the AGA.

Terry Benson

An ancient board game which takes the simplest of elements: line and circle, black and white, stone and wood, combines them with a single basic rule and generates subtleties which have enthralled players for 4000 years. Go's appeal does not rest on its oriental, metaphysical elegance; but on practical and stimulating features in the design of the game.

Go is easy to learn. The basic rule and its correlaries can be demonstrated quickly and grasped easily. The game is enjoyably played over a wide range of skills. Each level of play has its charms, rewards, and discoveries. A unique and reliable system of handicapping brings many more players "into range" for producing a close contest. Draws occur in less than 1% of all amateur games. Below the master level, a game of go retains a fluidity and dynamism far longer than comparable games; an early mistake may be made up, used to advantage, or reversed as the game progresses. There is no simple procedure to follow to turn a clear lead into a victory - only continued good play. Go thinking seems to be more lateral than linear, less dependent on logical deduction, and more a matter of a "feel" for the stones, a "sense" of shape, a gestalt perception of the game.

Beyond being merely a game, go can take on other meanings to its devotees: an analogy for life, an intense meditation, a mirror of one's personality, an exercise in abstract reasoning, a mental "workout", or, when played well, a beautiful art in which white and black dance in delicate balance across the board. But most important for all who play, Go, as a game, is challenging and fun.

AMERICAN GO ASSOCIATION

The AGA is the national organization of Go players in the U.S. It coordinates and encourages Go activities and cooperates with similar associations world wide. As standard services, the AGA:¹Publishes the American Go Journal which includes a Tournament schedule, club notices, and articles.²Sanctions and promotes AGA rated tournaments.³Organizes the American Honinbo and Kyu Championships.⁴Distributes an annual roster of chapters and members.⁵Sells Go books by mail (20% discount to AGA clubs).⁶Maintains a U.S. numerical rating system.⁷Schedules tours of Go professionals.⁸Supports the creation and growth of AGA Chapter clubs. (Requirements: See AGA application.) Chapters receive free publicity of tournaments and club meeting time, place, contacts. They select contenders for the national titles; they are the link between the go players (present and potential) in this country and the AGA. AGA chapter clubs get organizational aids as available. *** AGA members receive the AGJ, are included in the member roster and rating readout, may play AGA rated matches, in AGA tournaments, AGA Postal Go, and join the growing ranks of those who support Go.

AMERICAN GO JOURNAL

The AGJ is the sole national publication of the AGA. It provides news, game commentary, instruction, and articles of general interest for Go players of all strengths. Published six times a year, it is free with the \$12 yearly membership in the AGA. A sample application is on page 2. Back issues: @ \$2; \$7@ for volumes. The American Go Journal is protected by the copyright laws. Reproduction in any form is forbidden without written permission of the American Go Association, P.O. Box 397, Old Chelsea Station, New York 10011.

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TOURNAMENT AND EVENT CALENDAR

27 January, ANN ARBOR GO CLUB WINTER TOURNAMENT. Further details below.
27-28 January, NEW PORTLAND GO CLUB WEEKEND TOURNAMENT in Aloha, Oregon.
Further details below. Contact: Doug Cable or Peter Freedman.
10-11 February, 20th ANNUAL NEW JERSEY OPEN CHAMPIONSHIP, Murray Hill, NJ.
Further details below. Contact: Bob Ryder.
13-17, March, WORLD AMATEUR CHAMPIONSHIPS, Tokyo, Japan.
2-3, June, NEW PORTLAND GO CLUB WEEKEND TOURNAMENT in Aloha, Oregon.
20 July - 5, August, EUROPEAN GO CONGRESS, 1979 in Konigswinter/Bonn. Information: write to Gottfried Schippers, Riemenschneiderstr. 2, 53 Bonn 2, West Germany.
1-2 September. U.S. CHAMPIONSHIPS in San Francisco and New York.
15-16 September, NEW PORTLAND GO CLUB WEEKEND TOURNAMENT in Aloha, Oregon.

WEEKEND TOURNAMENTS IN OREGON

The New Portland Go Club will host weekend tournaments on the following dates:

January 27 and 28
June 2nd and 3rd
September 15th and 16th.

There will be Dan, Kyu and Beginner sections with cash prizes to the 1st three places in each section. There will be 4 rounds with 1¼ hours per player (please bring clocks). Tie breaking points will be used.

PLACE: Tualatin Valley Workshop
18950 S.W. Shaw
Aloha, Oregon 97005

Time: Registration at 9 am. Play begins at 10 am. Fee: \$5.00. Komi: 5½ points. Byo-yomi: 30 seconds. For further information contact Doug Cable, 2922 N.E. 18th, Portland, Oregon 97212, 281-8328; or Peter Freedman, 2424 N.E. 22nd, Portland, Oregon 97212, 281-9200. Overnight accomodations will be available at no charge.

20th ANNUAL NEW JERSEY OPEN

The oldest AGA tournament will be held in its traditionally comfortable setting at the Bell Telephone Laboratories in Murray Hill, N.J. on Feb. 10-11, 1979. This is a two-day Swiss-MacMahon, double-knockout tournament of 6 rounds plus tie-breakers. Depending on the size and composition of the field there are prizes for the Open Champion, N.J. Resident, San-dan, and Kyu champions. REMEMBER TO SAVE THE DATES AND COME TO THE LARGEST OF THE EASTERN WINTER TOURNAMENTS!

For more information contact Bob Ryder/21 Sunset Dr/ Summit, N.J. 07901.

THE GREATER WASHINGTON GO CLUB
KYU TOURNAMENT 7/29/78

	JP	JM	JS	PS	JG	SB
Jim Payette	-	1	0	1	0	1
John D. Moses	0	-	0	0	0	1
John H. Sun	1	1	-	1	0	1
Paul Stygar	0	1	0	-	0	1
John Goon	1	1	1	1	-	1
Steve Broadbent	0	0	0	0	0	-

As you can see from the table to the left, John Goon was the winner and was the Washington representative in the Eastern kyu Championships.

ANN ARBOR FALL TOURNAMENT

ROUNDS

#	PLAYER	RANK	1	2	3	4	5	#	PLAYER	RANK	1	2	3	4	5
1	B Wilcox	5d	2	3	6	-	4	1st	13	N Faiman	7k	14	17	15	18
2	D Relson	1d	1	5	-	4	6	1st	14	V Lee	7k	13	16	17	-
3	S Hsiao	2k	4	1	-	-	5		15	J Stewart	8k	16	18	13	-
4	D Rieger	2k	3	6	-	2	1		16	J Hogan	9k	15	14	18	17
5	T Tsutsui	3k	6	2	-	-	3		17	D Converse	10k	18	13	14	16
6	F Hansen	4k	5	4	1	-	2		18	G McClune	10k	17	15	16	13
7	J. Schwartz	4k	8	9	12	10		1st	19	D Herrick	16k	20	-2	23	24
8	T Berla	5k	7	12	10	11		1st	20	L Dannemiller	17k	19	23	21	22
9	A Converse	5k	10	7	11	12			21	S Yarus	17k	22	24	20	23
10	M O'Sullivan	5k	9	11	8	7			22	N Perkins, Jr	18k	21	19	24	20
11	B Hewitt	6k	12	10	9	8			23	B Potter	18k	24	20	19	21
12	D Mattson	6k	11	8	7	9			24	B Phillips	20k	23	21	22	19

NMG A July 15 CHAMPIONSHIPS

Dan Section	1	2	3	4	Kyu Section	12345678			
1 Bill Spight	4d	--	WWWWW	6-0	1st	1 Bob Rutherford	-WLWWWWW	6-1	2nd
2 Robert Clark	2d	LL--	LLLL	0-6	4th	2 Peter Woodruff	L-LWLWWW	4-3	3rd
3 Willard Draisin	1d	LLWW--	WW	4-2	2nd	3 Michael Yellin	WW-WWWWWW	7-0	1st
4 K. C. Kim	1d	LLWWLL--		2-4	3rd	4 David Bowman	LLL-WWLW	3-4	
						5 R. Tom Harris	LWLL-LWW	3-4	
						6 Paul Merillat	LLLLW-WW	3-4	
						7 Chuck Bell	LLLWLL-W	2-5	
						8 David Blecha	LLLLLLL-	0-7	

The Dan Championship was a double round robin among 4 players: the

The Dan Championship was a double round robin among 4 players; the Kyu Championship was a single round robin among 8 players.

TORONTO CLUB REPORT

On the weekend of June 10 the Toronto Go Club held its spring tournament.

The players were divided into three categories with class C (6k and below) and class B (5k to 3d) being run as handicap tournaments and class A (3d and above) as a non-handicap tournament.

The A section was run as a 6-round Swiss and was won by Se Ju Lee (6d) by a score of 5-1. Tied for second were Bruce Amos (5d) and Boniface Kim (6d) with 4-2 scores. Bruce Wilcox was fourth with 3-3. The games among the top players were very close as Kim lost to Amos and Lee by $\frac{1}{2}$ point in each game, and Lee defeated Amos by the komi.

The B section, which had nine players, was won by David Relson (1d) from Ann Arbor, Michigan. The decisive win occurred in the first round with a 12 point victory over Peter Sung (2k). Peter won the rest of his games to finish second. The C tournament was won by Doug Hall (8k).

On July 15 the club had its annual meeting at the home of John Williams. A good time was had by all. The activities included swimming, a movie about Takagawa and Go, a dinner of barbequed hamburgers and corn, and of course lots of Go.

These are times of expansion for the Canadian Go community. We will be incorporating the Canadian Go Association in the near future. I expect that the number of tournaments and the quality of play should increase, and I am looking forward to more cross-border visits in both directions.

Bruce Amos

GO Tournament

Saturday and Sunday

1 & 2 June, 1979

Ann Arbor Go Club
2050 Frieze Bldg.
University of Michigan
Ann Arbor, Michigan

All games handicapped
8 players per section
First prize: \$25.00

9:30AM Registration
Fee: \$5.00

10:00AM Play Begins

AGA Membership Required

Bring Go sets and chess clocks.

For further information contact:

Ann Arbor Go Club
c/o Dave Relson
432 Fifth St.
Ann Arbor, MI 48103
(313) 995-3636

1978 U.S. CHAMPIONSHIPS

For the first time, the United States Go Championships were held simultaneously on both coasts. Labor Day weekend, '78 saw 86 U.S. Go players hard at work at their favorite pastime.

The Western tournament was a strong follow-up to last year's gathering in Berkeley. The site was the comfortable Rafu Kiin club in Los Angeles. It drew 34 players and a particularly tough top section, the chance for a place on the U.S. team to the World Championships presumably acting as a large magnet. The event was



Mr. Kato, Pres of Rafu Kiin Mr. Mitsunaga

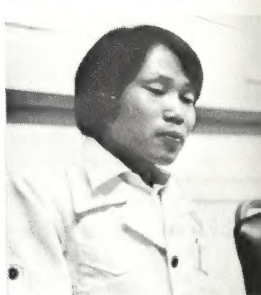
run entirely by west coast organizers. Special congratulations should go to Richard Dolen for his successful handling of the organizational demands of a large regional MacMahon style tournament.

The climactic game came in the 3rd round between Shigeo Matsuhara, a perennial competitor for the Southern California Honinbo title, and Hyo Myung Kim, the strongest Southern California Korean player. Shigeo won the tough battle and went on to a perfect 6-0 record including wins



Shigeo Matsuhara

over the two other American born competitors, Blain Walgren of Seattle and Bill Spight of New Mexico, who finished tied for 3rd. Shunichi Hiroki of San Diego won the Western Kyu Championship with his fellow San Diegan, Les Lanphear, second and Woon S. Yang 3rd. The Handicap novice section was won by William Margulies, 6k. Second was Phil Thompson.



Hyo Myung Kim

The AGA Western Executive Committee met during the tournament. A report on the combined decisions of the AGA executive committees is on page of this issue.

(Photos by Richard Dolen)



Bill Spight Richard Dolen Blaine Walgren Herb Doughty Les Lanphear

The Eastern Championships were held once again in the comfortable Empire room of the Hotel Lexington. 52 players participated and enjoyed the tough even game play of the MacMahon style tournament.

As in the west, the prize to shoot for was the trip to Japan for the Amateur Championships. The principle contenders were Shin A. Kang, Eastern Champion for the last 2 years, Takao Matsuda, 5 times U.S. Champion, Young Kwon, returning to tournament form after several years absense, and a newcomer to the top echelon, Ron Snyder. The climatic rounds were



A general view of the tournament



Young Kwon vs Shin A. Kang
Milton Bradley of the LIGC Art Silverstein, recorder

were the 4th and 5th when Kang played and beat Matsuda in a see-saw battle and then beat Kwon in a close game analyzed elsewhere in this issue. Kang finished with a perfect 6-0 record by beating a long time nemesis, Yoon Paeng of Pittsburg.

Two Canadian players participated, Se ju Lee (now Canadian Open Champion) and Pat Thompson, 1-

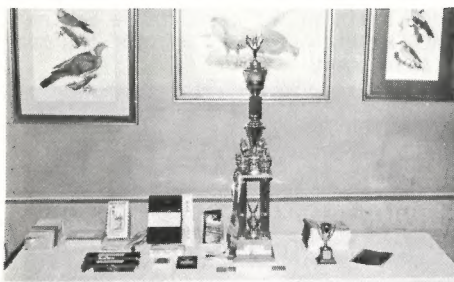
kyu (who won the Eastern Kyu Championship).

The tremendous list of prizes is the result of the generosity of corporate Go supporters in the community and the legwork of Masao Takabe, AGA Vice-President and Dr. Mikio Kamiyama, AGA liaison with JAL.



Shin A. Kang raises his trophy while Mr. Kawano, president of JAL, U.S., stands at the right.

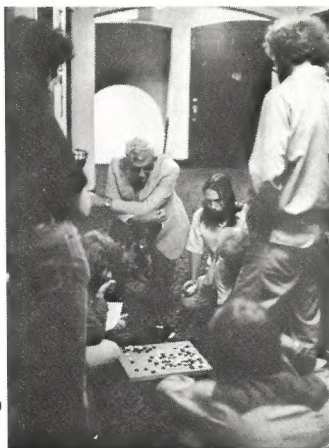
Photos by John Moses,
N. Va. Go Club



(Above) The prize table.

(Right) An analysis session in the hallway outside the playing room at the Lexington. Bruce Wilcox leading the discussion.

l to r: Dave Relson (standing), Wilcox, Bob Lasker, Jim Payette, Harry Gonshor, 2 unidentified players.



1978 WESTERN CHAMPIONSHIPS

#	PLAYER	RANK	ROUNDS						#	PLAYER	RANK	ROUNDS							
			1	2	3	4	5	6				1	2	3	4	5	6		
1	Ahn, Myungwhan	6d	4	3	6	10	-	-	21	Cha, Chong Shin	1k	26	25	22	23	27	28		
2	Kim, Hyo Myung	6d	5	16	3	6	7	10	2nd	22	Hiroki, Shunichi	1k	27	28	21	25	23	26	1st
3	Matsuhara, Shigeo	6d	7	1	2	5	6	9	1st	23	Lanphear, Les	1k	28	29	28	21	22	25	2nd
4	Takeuchi, Shunichi	5d	1	8	11	7	17	-	24	Tayek, Ray	1k	29	27	30	26	30	27		
5	Walgren, Blaine	5d	2	9	8	3	10	7	3rd	25	Yang, Woon S.	1k	30	21	29	22	28	23	3rd
6	Spight, William	4d	16	10	1	2	3	11	3rd	26	Dows, David	3k	21	30	27	24	29	22	
7	Yook, Minsoo	4d	3	15	16	4	2	5	27	Rutherford, Bob	3k	22	24	26	28	21	24		
8	Goodman, Paul	3d	12	4	5	15	-	-	28	Doughty, Herb	4k	23	22	23	27	25	21		
9	Suk, Min	3d	13	5	14	16	15	3	29	Yellin, Michael	3k	24	23	25	30	26	30		
10	Crowther, William	2d	14	6	17	1	5	2	30	Duff, Steven	4k	25	26	24	29	24	29		
11	Wolff, Milo	2d	15	17	4	12	14	6	HANDICAP SECTION										
12	DuBois, Paul	1d	8	14	18	11	13	-	40	Okamoto, Mike	5k	43	42	44	45	41			
13	Poon, Martin	1d	9	18	15	17	12	14	41	Thompson, Phil	5k	44	43	45	42	40		2nd	
14	Wolff, Doug	1d	10	12	9	16	11	13	42	Margulies, William	6k	45	40	43	41	44		1st	
15	Knox, Jeff	1d	11	7	13	8	9	17	43	Goodell, Mary	7k	40	41	42	44	45			
16	Inoguchi, Tetsuo	6d	6	2	7	9	-	-	44	Cenzano, Otto	7k	41	45	40	43	42			
17	Wong, David	1d	18	11	10	13	4	15	45	Womack, Hal	11k	41	45	40	43	42			
18	Kiyomi, Henry	4d	17	13	12	14	-	-											

Full list of Eastern and Western winners and prizes on page 9.

1978 EASTERN CHAMPIONSHIPS

#	PLAYER	RANK	ROUNDS						#	PLAYER	RANK	ROUNDS					
			1	2	3	4	5	6				1	2	3	4	5	6
1	Shin A. Kang	6d	2	17	13	7	4	5	27	Matthias Thim	2k	28	25	41	32	52	21
2	Lee, Se-Ju	6d	1	11	10	5	13	4	28	John Exter	3k	27	31	26	36	35	34
3	Moon H. Cha	5d	4	6	9	10	8	15	29	Frank R. Bernhart	3k	30	26	36	33	31	44
4	Takao Matsuda	6d	3	9	7	11	1	2	30	Arthur M. Silverstan	3k	29	35	31	38	33	-
5	Yong S. Paeng	6d	6	7	11	2	9	1	31	Jerry Pinto	3k	32	28	30	39	29	35
6	Takahiko Ishikawa	6d	5	3	16	17	23	19	32	Wolfgang Freese	3k	31	33	25	27	20	36
7	Yong K. Kwon	5d	8	5	4	1	12	13	33	Ed Downes	3k	34	32	35	29	30	52
8	Jeff Rohlf	5d	7	10	21	18	3	14	34	Mort Schwartz	3k	33	36	38	41	43	28
9	Bruce Wilcox	5d	10	4	3	13	5	12	35	Garland Stern	3k	39	30	33	25	28	31
10	Harry Gonshor	5d	9	8	2	3	17	18	36	David Gawley	4k	40	34	29	28	24	32
11	Bob Ryder	5d	12	2	5	4	14	17	37	Harry O'Sullivan	5k	38	40	51	42	41	24
12	Kuan C. Kuo	5d	11	16	17	15	7	9	38	John D. Moses	5k	37	41	34	30	42	51
13	Ron Snyder	4d	14	15	1	9	2	7	39	James R. Payette	5k	35	51	44	31	40	45
14	Mirsuo Horiguchi	6d	13	18	15	19	11	8	40	Phil Tract	5k	36	37	43	45	39	46
15	Katsumi Nishiyama	5d	16	13	14	12	18	3	41	John Goon	5k	42	38	27	34	37	51
16	S. Matsuzawa	3d	15	12	6	22	21	23	42	Paul Magriel	6k	41	44	45	37	38	43
17	John Maier	4d	18	1	12	6	10	11	43	Roy Laird	7k	44	45	40	51	34	42
18	Don Wiener	3d	17	14	19	8	15	10	44	W. M. Hewitt	7k	43	42	39	29	47	51
19	Tako Onishi	2d	20	23	18	14	26	7	45	Benson Jay Bernstein	9k	46	43	42	40	48	39
20	Deborah Osborne	2d	19	21	24	26	32	25	46	Joel Elfman	11k	45	47	-	50	49	49
21	Yas Nankawa	1d	22	20	8	23	16	27	47	Armand Acosta	13k	48	46	50	49	50	44
22	Milton N. Bradley	1d	21	24	23	16	25	26	48	Vincent Falci	15k	47	50	49	-	45	
23	David Relson	1d	24	19	22	21	6	16	49	Barbara Calhoun	15k	50	-	48	47	46	
24	Franklin K. Shore	1d	23	22	20	52	36	37	50	Robert H. Rusher	15k	49	48	47	46	47	
25	Yoshiaki Tamura	2k	26	27	32	35	22	20	51	Jonathan Nagy	6k	39	37	43	38	41	44
26	Pat Thompson	2k	25	29	28	20	19	22	52	Shigeru Noguchi	2k	-	-	-	24	27	33

WESTERNS WINNERS

<u>Section</u>	<u>Winner</u>	<u>Prize</u>
Dan - 1st	Shigeo Matsuhara	JAL trip to World Amateur Championships
2nd	Hyo Myung Kim	\$25
tie (3rd	Bill Spight	\$15
4th	Blaine Wlagren	\$15
Kyu - 1st	Shunichi Hiroki	\$20
2nd	Les Lanphear	\$10
3rd	Woon S. Yang	\$5
Novice - 1st	William Margulies	\$15
2nd	Phil Thompson	\$5

EASTERNS WINNERS

<u>Section</u>	<u>Winner</u>	<u>Prize(s)</u>	<u>Donated by</u>
Dan - 1st	Shin A. Kang	JAL Cup & Trip to Japan	Japan Airlines
2nd	Young Kwon	Cup & Pen & Pencil Set	Kazuo Shima, Pres., Pilot Pen Corp.
3rd	Takao Matsuda	Haji Pen & Pencil Set	Haji Inc.
4th	Ron Snyder	Fujisawa Fan	M. Takabe & the AGA
2-Dan	Tako Onishi	Go Sei Gen Hamate books	AGA
1-Dan	David Relson	Video cassette of "Takagawa" Go film	AGA
Kyu - 1st	Pat Thompson	Camera & Go Sei Gen books	Miyazaki, Inc. AGA
2nd	David Gawley	Small Plaque Game clock	AGA Zen Go Circle
3rd	Wolfgang Frieze	Decorative fan	Takashimaya
4th	Yoshiaki Tamura	Go Sei Gen books	AGA
3-Kyu	Garland Stern	Kibi calendar	Zen Bookstore
4/5-kyu	John Moses	Ladies handkerchief	All Nipon Travel
	H. Michael O'Sullivan	Kibi	Zen Bookstore
6/7-kyu	William Hewitt	Decorative fan	Takashimaya
	Roy Laird	Kibi	Zen Bookstore
9-Kyu	Ben Bernstein	Bonzai booklet, Kibi	Zen Bookstore
11-Kyu	Joel Elfman	Kibi	Zen Bookstore
15-Kyu	Armand Acosta	Kibi	Zen Bookstore

1978 U.S. EASTERN GO CHAMPIONSHIP

Shin Kang (W) vs Young Kwon (B). Commentary by Young Kwon

B11: Should have been at 1 in Diagram 1. W4 there would be over-concentrated, being 1 space less than the normal extension.

W22: W now has the advantage, as becomes clear after B27. W22 neutralizes much of the influence B27 might normally have had.

W28 and B29 are equally large (miai)

W30 is the most important and vital move at this time. It neutralizes to a great extent the influence of B21 and B9 (picture a B stone there for comparison).

W34 is a mistake and should be played at A.

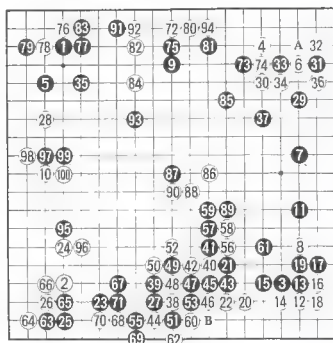
B35 should have been played at 1 in Diagram 2 taking advantage of W34. The W34 and B35 misjudgements were probably due to the fact that both Shin and myself overemphasized B's potential in the middle area.

B37: An extension of the same misjudgement.

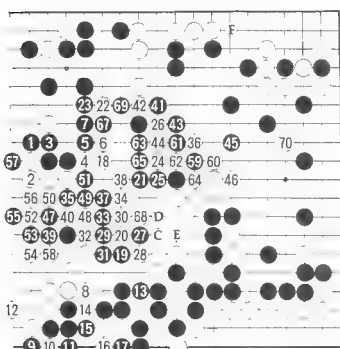
W38-54: Questionable.

B57: An overplay. This should have been played at B.

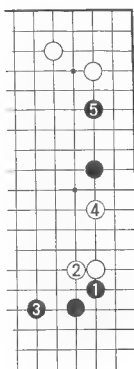
W72: W is comfortably ahead.



Game Record 1 (1-100)



Game Record 2 (101-170)



MATSUHARA WINS WESTERN U.S. GO TITLE

IN STUNNING 2-0 UPSET

by Herb Doughty

The final games to decide the Go Championship of the Western United States were played on Sept. 16 at the San Francisco Go Club.

The defending champion, Mr. Kyung Wan Kim, 7-dan, of Milpitas, California, was born in Korea in 1941, and moved to the U.S. in 1974. Before coming to this country he was the amateur Go Champion of Korea. In 1976 and 1977, he not only won the Western U.S. Championship, but also won the playoff against the Eastern Champion, Mr. Shin Kang of Baltimore, Maryland. Often thought to be the strongest player in the nation, Kim was certainly favored to win this 3-game match.

The Challenger, Mr. Shigeo Matsuhara, 6-dan, of Los Angeles, California, was born in L.A. in 1940. He started playing Go at the age of 15, a very late start for someone so strong. In 1973, Matsuhara was Western U.S. Champion, but lost in the national finals to the Eastern Champion, Mr. Takao Matsuda of New York.

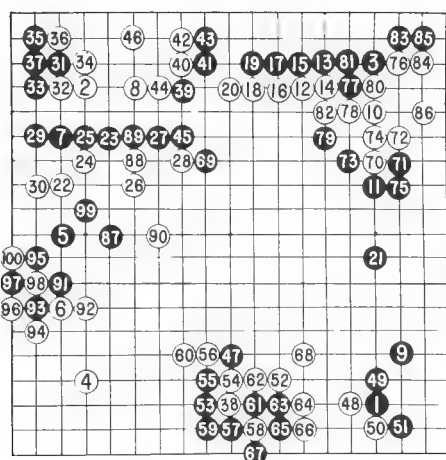
By the middle of the first game, it seemed that Matsuhara was significantly ahead, but he was in time trouble as well. Shortly after Matsuhara entered *byo-yomi*, Kim created two important kos. With more time to think, he won both of them. Matsuhara's mid-game advantage was almost gone. When the score was counted, Kim, who played first move, was ahead on the board by 5 points. But, because of the $5\frac{1}{2}$ point komi, Matsuhara had won by $\frac{1}{2}$ point. In the second game Matsuhara played first. Again he seemed to be ahead in the mid-game. Again he ran out of clock time first. While in *byo-yomi*, he again lost points in difficult end-game kos. At the end of the game, he was ahead by 7 points on the board, leaving him with a slim $1\frac{1}{2}$ point victory margin.

Matsuhara, Kang and Kim will be the 3 players representing the U.S. in the World Amateur Go Tournament in Japan in March of 1979. Their trip to Japan is a prize donated to the American Go Association by Japan Air Lines.

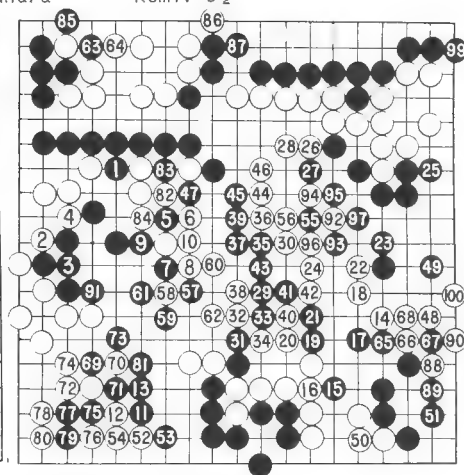
GAME 1

Black: K. Kim

White: S. Matsuhara

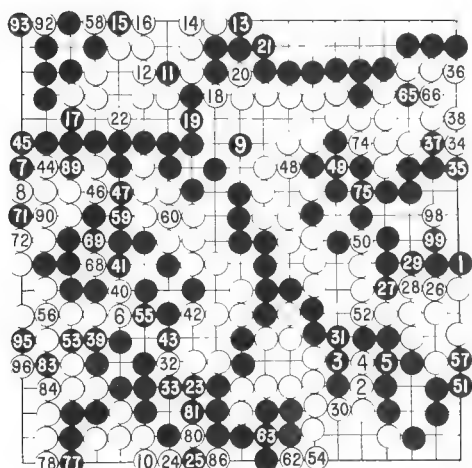
Komi: $5\frac{1}{2}$ 

Game Record 1 (1-100)



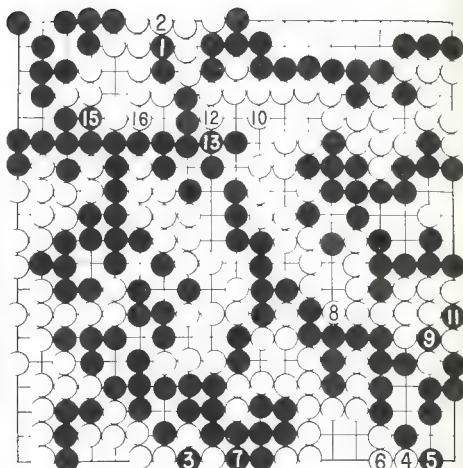
Game Record 2 (101-200)

198 @ 155



61 @ 15 70 ko 88 @ 80 100 ko
 64 @ 58 73 " 91 @ 25
 67 ko 87 @ 58 94 ko

Game Record 3 (201-300)



314 @ T6 317 @ 311

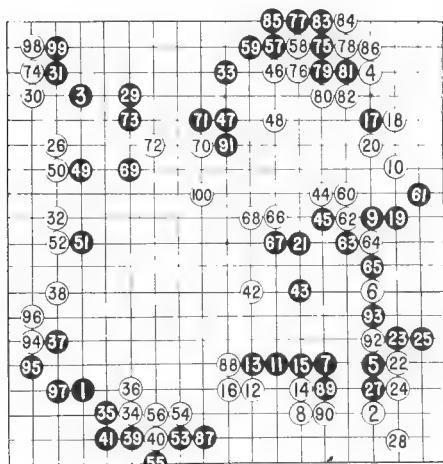
Game Record 4 (301-317)

Game 2

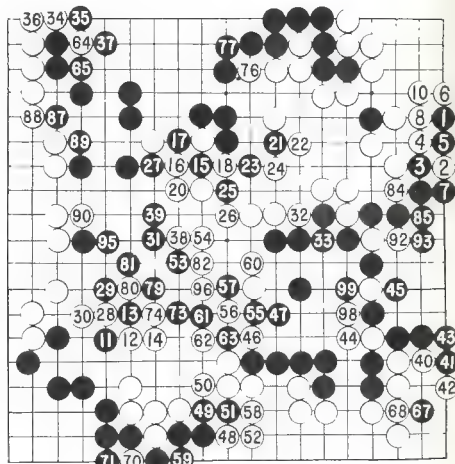
Black: S. Matsuhara

White: K. Kim

Komi: 5½



Game Record 1 (1-100)



9 @ 2 69 ko 78 ko 91 ko 100 ko
 19 fills 72 " 83 " 94 "
 66 @ 56 75 " 86 " 97 "

Game Record 2 (101-200)

SHIN A. KANG DEFEATS SHIGEO MATSUHARA FOR U.S. TITLE

Under the generous sponsorship of Japan Air Lines, this year's final match for the U.S. Championship was held at JAL's 5th Avenue offices in New York on Dec. 10th. Shigeo Matsuhara, Western Champion, was flown to N.Y. just for the event. Shin A. Kang, Eastern Champion, came up from Baltimore. Mr. Matsuhara's surprising victory over Kyung Kim had upset all previous calculations about the outcome of the national finals. Matsuhara was obviously in top form. Mr. Kim had convincingly beaten Mr. Kang for the 1977 title; Mr. Matsuhara had last played for the U.S. title in telephone matches in 1970 & '72, losing both times to Takao Matsuda. Mr. Kang and he had never played.

Complicating any prognostication was a strange circularity among the strongest Western U.S. players. Michael Redmond, 15, of Los Angeles beat Matsuhara for the L.A. Championship in mid-August. Michael lost a three game match 2-0 to Kyung Kim on the weekend of the Westerns, but Matsuhara beat Kim 2-0.

Kang and Matsuhara played quickly in the comfortable JAL offices, finishing the first game in an hour and a half. Kang did well in the fuseki and early middle game until an error put Matsuhara well ahead. Kang doggedly fought on although he considered resigning several times. However, weakness in White's structure and a clever tesuji from Kang brought the game back to him.

The second game evolved into the sort of multi-sided attack which is Kang's forte and he took it to win the U.S. Championship for the 1st time. Full game records and commentary will appear next issue.

EASTERN AND WESTERN EXECUTIVE COMMITTEES MEET

During the Eastern and Western Championships the respective AGA Executive Committees met. The major decisions made continued previous AGA policies. Dues were kept at \$12 with the American Go Journal or \$4 without. It was suggested that clubs bring all regular members into the AGA through the \$4 special membership.

The dates and sites for next year's championships were set: Labor Day weekend, Sept 1st & 2nd in San Francisco and New York City. A suggestion that a longer tournament be attempted was not approved.

There was a general feeling that elections in the AGA were long overdue. Terry Benson outlined to the Eastern Committee a general bylaw structure for the AGA. The co-equal Eastern and Western Committees would be made up of representatives of clubs with 10 or more AGA members, AGA officers, and up to 3 specially selected individuals chosen for what they could contribute to committee work. National policy decisions would have to be approved by both committees.

The committees would elect AGA officers both for their regions and the national Association.

This structure awaits approval by the membership at large, although there was general agreement that it was a reasonable formalization of the informal arrangement under which we have been working since Oct., 1976.

AGA treasurer, Matthias Thim, reported that the Association was financially stable. The AGA choice for team captain for the North American Team to the World Amateur Championships was complicated by the dual committee structure: The West coast chose Richard Dolen without difficulty while the East had several candidates and no agreement on the criteria for choosing between them. A written nomination ballot to the national executive committee members was decided on to settle the matter.

"INSTANT GO" News- by Bruce Wilcox

An Observation: This issue completes a year's worth of IG installments. It's hard work, but it's also fun, mostly because of your warm response. Thank you.

Two Corrections: IG is intended for players of all ranks. An editing error of mine in Chapter 3 (REVIEW) made one comment completely unfathomable to anyone. On page 27 (Solution to IG problem) the text for B28 is wrong, but no one has written to tell me so. Wake up! The text should consist of only the first sentence. The remainder is commentary about B10, which I was trying to delete, but succeeded only in moving. In the last issue (Chapter 4- TIMING) my typist became "continued"-happy. The chapter ENDS on page 17; it is not continued. If you don't understand something or have a suggestion, write me:

Bruce Wilcox 1504 Marlboro Ann Arbor, Mi 48104

A Change of Plan: I had intended to write an IG chapter on computers and Go. But I don't want to interrupt my programming of humans, nor do I want to wait until the series ends. One chapter isn't enough anyway, so I shall write a separate set of articles. This will NOT affect IG, which will remain a regular feature. Computer Go (CG) will appear occasionally as time and space permit. The first Computer Go chapter follows Instant Go Chapter 5 below.



a series begun in AGJ 12: 5/6
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Chapter 5: SCORING IG-5.0

"When the One Great Scorer comes to write
 against your name-- He marks--not that you
 won or lost--but how you played the game."
 Grantland Rice

When the tournament director comes to write against your name, he could care less how well you played. The score is the final word. This chapter covers both local assessing and global scoring. Local assessing is performed to determine what an equitable result might be, while scoring is done to determine who's winning on the board as a whole. Scoring can be done anytime, not just at the end of the game. It merely gets more reliable as the game draws to a conclusion.

GENERAL CAVEATS:

This chapter is a combination of the very easy and the very difficult. The material relating to the "6-POINT OBA", while easy to understand, may be hard for kyu players to use. This is because it depends on knowing many ways of conducting invasions, keshi (erasures), and probes (some of which I haven't covered). See what you can do with the material, but if it is too difficult, don't worry. I will return to it when we get to a later chapter on invasions.

There are hazards in pinning numbers on the game of Go. The controversy over the value of the first move continues unabated. Perhaps the "6-POINT OBA" will launch a new debate. I am not certain that my conclusions are correct. Since this theory is so novel, I challenge someone to prove me wrong. If you can find a counter-example, I will publish it, and perhaps find a way to modify my theory. In any event, what I present here is what I use. It may not be what professionals use.

Last issue I discussed the "when" of a local situation. Now we must examine the "how much". There are three key scoring questions to be asked: "How much do you need?", "How much do you deserve?", and "How much is this worth?". The first is answered by a global score computation, to discover who is winning and by how much. The second is a complex problem of "par-valuing", determining what constitutes a reasonable result for both players in an area. Despite your desire to gain an advantage, you must recognize that Go is a game of sharing--you can't (usually) get it all. The third question is most commonly asked during the endgame. Since this is excellently handled in *The Endgame* by Ogawa and Davies, and since I don't usually compute the value of a move myself, I will not discuss it.

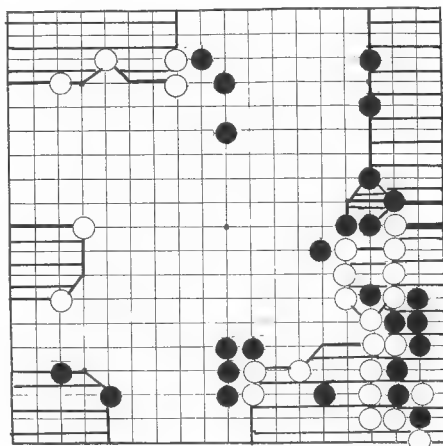
IG-5.1 "How much do you need?" or Who is Winning?

A game in progress is composed of many local situations, each often having several choices of reasonable (and unreasonable) moves. To play good Go, you must choose a good move locally, and a good locale globally. Sometimes moves are chosen based on the global status of the game. If you are clearly winning the game, there is no reason to play too aggressively. If you are losing, you cannot afford to play conservatively. A knowledge of "how much is needed" is often essential in choosing both the locale of play, and the type of move in that locale. Knowing the score can tell you whether to secure what you have or invade your opponent's claims, to nibble in sente or gulp in gote. That kind of knowledge is essential for long-range planning. Many players dislike counting score (myself included), because it takes more work than just going ahead and playing a move. Professionals maintain some reliable count to guide their play. I settle for occasionally using a fast method that gives me a rough assessment of who's winning. The purpose of my scoring system is solely to detect gross differences. The various mistakes I make during a game make more precise counting almost meaningless until the very end of the game. What I do is count the points of enclosed and potential territory for each side as described below. Initially, I don't think about possible attacks against the territories. All I want to know is "If both sides get what they are currently claiming, who will win?". If the difference is within 10 points then I treat it as a "close game".

I have been demonstrating counting all along. In Chapter 1 at move 100 in the Relson/Kano game I counted the score, showing the actual points counted using triangles and squares. In Chapter 4 I gave the score at move 51, specifying the points by area totals. Now I am going to use that same board situation to demonstrate the counting process.

STEP 1: Draw the maximum linkage boundaries that will completely enclose empty points or dead stones. This is "enclosed territory", and is shown in Diagram 1. When I count an area, I don't count points one by one. Instead I find some convenient multiple to make a rough count. Thus in the SW corner I count Black's territory by 3's. Black has 4 of them. Counting his NE corner he has 8 of them. Counting White's left board half there are approximately 9. W's SE corner has about 15. White has a total of $3 \times 24 = 72$. Black has $3 \times 12 = 36$.

Diagram 1



STEP 2: Draw the maximum sector line boundaries and linkages for "pockets" of

potential territory. These pockets are formed by linkages, stones, the edge, and a single sector line (the opening of the pocket).

Diagram 2 does this. The counts for potential territory should include any linkage boundaries used to secure enclosed territory, since they will no longer need to be secured. Black S is 4×5 ($4 \times 4 + 4 \times 1$ boundary of corner territory) N is $6 \times 8 = 68$. White W is $6 \times 6 = 36$.

STEP 3: Total all claims. B=104, W=108. By count, the game is close.

There is more to a global score than just a global count. After I count score I must then take into account any large imbalance in the influence, group security, or territory security between both players.

If one player has much more influence, he can be expected to gain new territory more easily than his opponent. One good way to measure influence is to project each side's claims into the unclaimed areas, to see who can develop easier.

As is shown in Diagram 3, Black can aim at the entire center, using both of his positions, while White can only expand his western position slightly. I have not shown White using both of his positions for two reasons. White's SE corner is containable in one move due to Black's nearby short sector line. Also, White's SE corner would not form an important wall of a prospective territory; it would be a minor corner of a triangle. Black's positions, on the other hand, participate fully along their center-facing stones. If one player's groups are weak, he can be expected to suffer costly attacks. If one side has weakly defended territory, it will disappear rapidly. In this example, Black's current potential is so well fortified, it could almost be termed "enclosed", while White's potential is wide open. Both sides' "enclosed" territories are well sealed.

If any of the 4 measures (count, influence, group security, territory security) favors one player and none of the remaining measures favor his opponent, then I have a "winner" and play accordingly. Otherwise the score is ambiguous. If the conflict between measures later disappears, I will check score again.

In this example, the count is mostly balanced and the territory security is unbalanced. Both sides have safe "enclosed" territory, although White has more of it. Black's potential is better secured than White's

Diagram 2

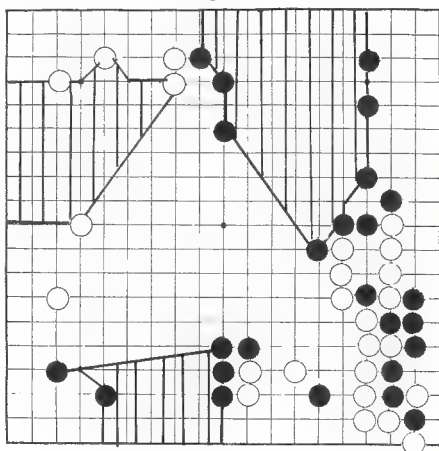
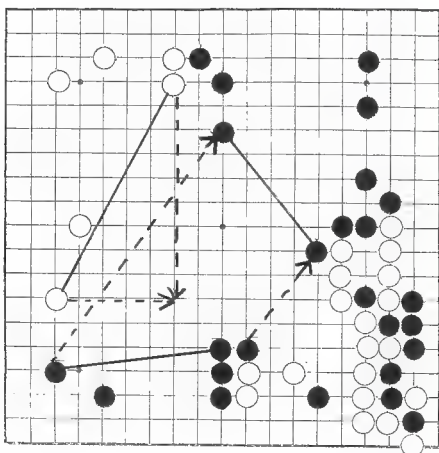


Diagram 3



(in fact Black can enclose most of it in one move). Black has more influence and the group security favors Black. Black has sente. I think Black is winning.

IG-5.2

"What do you deserve?" or Recognizing Par

Nothing could be more disconcerting to a weak kyu player than to have some strong dan player tell him around move 20 that he's losing the game. The kyu player is left open-mouthed. "How did he do that?" It is impossible to count the final score then. The strong player does not have any prescient vision, nor does he have a simple magic formula. Instead he has a whole collection of evaluation tricks to determine who has made a gain from a local encounter. Assuming that in all future encounters both sides break even (not usually true in amateur games), then whoever makes an early gain should win. The bag of tricks consists of many notions of what constitutes a reasonable or unreasonable result in a certain type of situation.

One of the simpler notions concerns the shapes of stones. Creating a bad shape when it was unnecessary, such as an empty triangle, is a local deficit. It is much too small a cost to use in most cases, but it is a cost. I will discuss shape costs in more detail in another chapter.

I learned two heuristics from Jim Kerwin (then an amateur player) and I will pass them along for what they are worth. I took them on faith and you will have to also. "SENTE TWICE WASTED IS A HANDICAP STONE LOST". This says that a player who wastes sente on an unnecessary small play has lost half a move. It is useful for measuring progress as White in a handicap game, where Black wastes sente frequently. "ALLOW YOUR OPPONENT ONE-THIRD OF HIS MOYO." This is an important notion of par profit from a moyo.

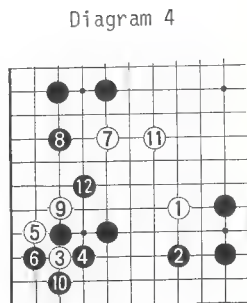
In the course of my own study, I developed another rule regarding par values for a moyo, which I can back up with some proofs by example. This will be the remainder of this chapter.

I have probably lost more games by being greedy than for any other reason. In trying to accomplish too much at once, I overextend myself and the actual result is worth less than if I had been more restrained. This is a common weakness of amateurs. In particular, most amateur players panic whenever their opponent forms a large moyo. Usually this panic manifests itself in over-invading. Against a skilled opponent this results in BIG TROUBLE! The cause of this overplay comes from not knowing what a reasonable outcome looks like. It is unreasonable to attempt to neutralize the entire moyo. You must remember that to gain that moyo, your opponent probably has already given you solid territory.

"How much do you need?" is answered by counting the global score. "How much do you deserve?" is usually answered by experience. To analyze how much to reduce a moyo, we must examine how many moves have been invested in creating it. Obviously the more moves spent on its formation, the greater the expected return from it. I have developed a rule to limit my ambitions to reasonable objectives, called the "6-POINT OBA". Using this rule I can rapidly estimate the value of a moyo in final territory points, and use that to judge how to attack the moyo.

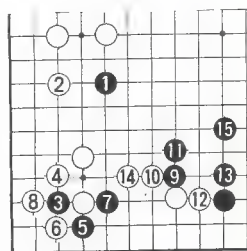
A BIG POINT IS WORTH 6 TERRITORY POINTS. The main value of a big move lies in its influence, not its immediate territory. But at some point the opponent will neutralize the influence of your big moves with big moves of his own. Then you must be able to convert your oba into territory (or some equivalent compensation, which I will not discuss here) or you end up with nothing. To compute the value of a moyo, merely multiply the number of big moves used to form it by 6. Thus a 6 stone moyo has a par territory value of 36 points. This rule was derived from examples in Takagawa's The Vital Points of Go, so many of the examples below come from there.

SIMPLE EXAMPLE: Diagram 4 shows an attack on a well-developed moyo consisting of 6 big moves (classic panic time!). After this attack, Black's profit is professionally judged to be worth about 35 points, almost exactly our par of 36 points for 6 stones, and no other compensation was given Black. White retains sente ("keshi retains sente"), Black gets no outward-facing thickness, and White's group is stable. It is stable because it is outside of any Black sector lines. Any Black attack should be easy to handle (although it may require knowledge from the chapter on Sabaki, a flexible fighting method).



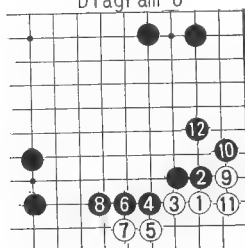
ANOTHER SIMPLE EXAMPLE: In Diagram 5 White's initial 5-stone moyo is attacked by Black as shown. Both par and an actual count of the result agree that White gets approximately 30 points. Black loses sente (a debit from par) but builds outside thickness (a credit).

Diagram 5



MISTAKEN FORMATION: Not all formations achieve par. Some formations are actually mistakes to begin with (poor formations getting worse than par) while others may be attacked inappropriately (resulting in giving the opponent a better than par result). Diagram 6 is a 5-stone moyo, supposedly worth 30

Diagram 6

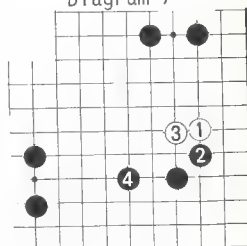


and outside thickness

points. After White's sente attack, however, Black's net profit is only 20 points (deduct White's 10 point gain from Black's 30 point outside). Black has suffered a loss. (Once Black achieved a double-wing from his hoshi stone, he should have secured the corner instead of advancing into the center.)

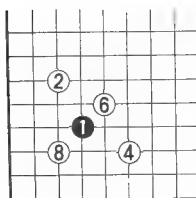
MISTAKEN ATTACK: White's attack in Diagram 7 is a mistake, redeeming Black's position. Black gets 30 points and W1&3 are in big trouble. Black might gain sente in addition to his 30 points.

Diagram 7



JUDGING A SACRIFICE: Here are two examples of using the "6-pt oba" rule to judge a sacrifice. In Diagram 8, Black decided to abandon his B1 corner for 3 outside oba elsewhere. This is sometimes done in a handicap game to simplify matters, but is it a fair trade? No. White has made a local gain. To understand this, mentally remove B1 and W8. W2&4&6 are all oba plays with good influence value. Adding the B1/W8 exchange insures that the corner is White's with a minimum amount of residual aji. White

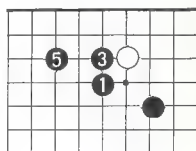
Diagram 8



has, in effect, secured 24 points with an investment of 3 stones. Each play was worth 8 points instead of 6.

How about Diagram 9? Rather than salvage his stone, White decided to play elsewhere; and after B5 is played, the White stone is completely dead. Once again there are effectively 3 stones used to secure territory, but this time only 21 points are contained. White still has a small amount of aji on the west edge, so this is a palatable result for White.

Diagram 9



COMPLEX MOYOS: So much for simple examples. While it frequently happens that a moyo is based entirely on oba, it is not uncommon for a boundary to be the

result of a contact fight. It is not easy to determine par in such cases. Often it takes tewari analysis, the Japanese term for an efficiency of moves comparison. If it does, you are on your own. I cannot teach how to do it. Sometimes, however, you can make use of an upper bound for par or a possible value for par. The examples below are of this kind.

Diagram 10 is the opening of a 3-stone handicap game (Black was a strong 1 kyu). After W13 Black became concerned with my developing moyo, and handled the matter as shown. Experience has taught him that deep invasions are dangerous, so his reluctance to invade was understandable. Black might be carrying fear a bit too far, since White is weak in this area. I must admit, however, that I would have a

hard time predicting what would happen if I invaded against a professional. Invasions lead to lots of variations, while keshi is pretty much forcing. Black chose a simple forcing line, but was the result reasonable?

Here we cannot apply the 6-pt oba rule directly for two reasons. First, some White plays are involved in a contact fight, making an oba count difficult. Second, Black has acquired a wall. There is no easy way to equate profits and walls. This does not mean that we can't use the rule to advantage, however. Just watch.

Even assuming that the bounds of White's moyo (W9, W1, W5, W3, W11, W13) were all oba (which I don't), White came out with too much profit. White controls 45 points, far more than the 36 he might deserve at best. Black has a wall, but its use remains to be seen. Since the profit result is worse than par, Black should hunt for other ways of playing. He has a better line, shown in Diagram 11. White is unable to resist B1 (White's cap at a is met with Black's easy escape to b), so the sequence through 6 is simple and seems reasonable. White secures around 32 points of territory while Black still gets a wall. This is a much better result for Black than Diagram 10.

Diagram 10

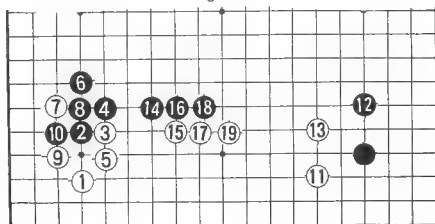
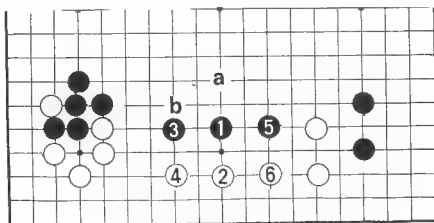


Diagram 11



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COMPLEX MOYO FROM LAST ISSUE: I promised last issue that I would show why I thought White got a bad SE corner result. I will treat that corner (Diagram 12) as a complex moyo. Diagram 13 is the same as Diagram 12, but with Black's dead stones and an equal number of White killing moves removed. The result looks like a reasonable White territory, worth about 40 points. What is par for this area?

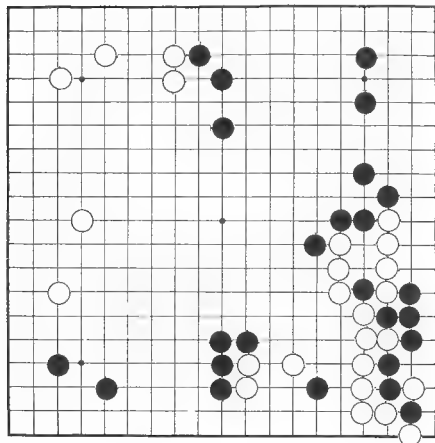


Diagram 12

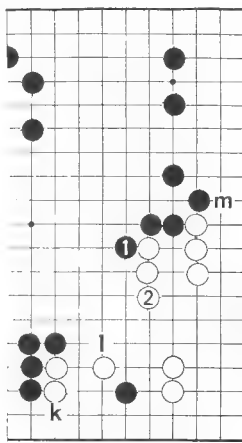


Diagram 13

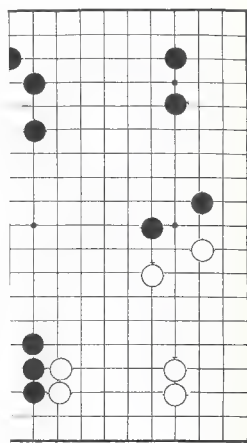


Diagram 14

Diagram 14 shows 6 stones controlling the territory, so par is 36. White's 40 points is only 4 more than my par estimate, and for 6 stones this is not very big. The price White paid was too high (see Diagram 13). Black has a single stone in White's territory; but, while dead, it is not yet buried. It makes *k* and *l* Black's sente. Black has two extensions which have been solidified and both of them face side territory and the center. Black even exchanged B1 for W2, which is excellent. The descent to *m* is more his sente than it is White's (thanks to all the removed dead stones which it threatens to rescue by *watari*). White does have sente, but it is not clear who had it to begin with. The only remaining question is whether Black's own oba were worth their par value. I see no evidence to the contrary, so I conclude that Black came out ahead. Certainly he did not come out behind.

LAST EXAMPLE: In this case I traded profit for profit. Several analytic techniques are applicable, and it is reassuring to find that they more or less agree. Diagrams 15 and 16 (next page) do not show the entire board because I did not record the game. I successfully reconstructed the position of interest, however. Black played 1 and 3, which was a mistake. Black was playing a contact fight against a stable unit, and playing yose during the midgame. This was nowhere near as important as the lower corner where both players had weak groups. I would have been quite distressed to see B1 at *y*. After B3 I took the initiative with W4, trying to strengthen my group in sente by attacking Black. He ignored my attack to follow up his own, and a swap of profit occurred. One doesn't sacrifice stones on this scale without some nervousness. Another 5-dan was watching the replay, and commented that White's area was not excessively large because of the 3 stones invested to acquire it (W4, W6, and WΔ). This logic might be reassuring to my opponent, but it is not helpful to a kyu player, nor to me. Obviously the number of stones alone is not the criterion he used. Area per stone was being roughly assessed, but never made explicit.

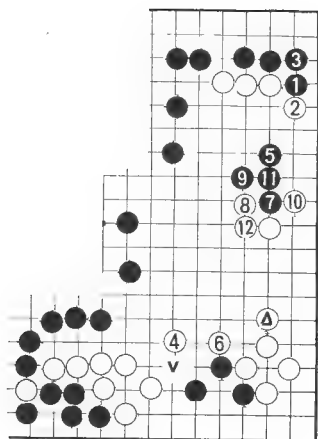


Diagram 15

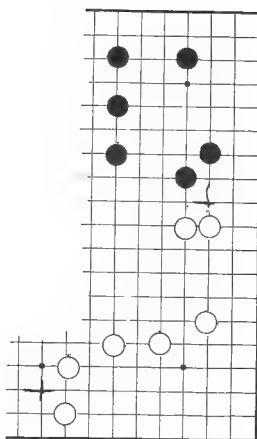


Diagram 16

Let me analyze what occurred in a couple of ways. First I can explicitly count what was traded. White gained about 22 points and some wall influence with weaknesses. Black gained about 24 points. White lost some former potential territory worth 10-13 points but gained stability for his weak group. Pointwise, this is near an even trade. Overall, this trade favors White, because Black could have done much better. Black should have used his extensive center wall to attack the south White group (perhaps even killing it), and then invaded in the west (another danger for White).

The second analysis uses the 6-pt oba to assess the overall result on this half of the board. Even though Black missed the best line, the local swap seems equitable. But did one side outplay the other earlier on this half? Unless both made the same number of moves here, pure counting may not help judge this. Both players may or may not have invested the same number of stones, but suppose they both achieved par with the ones they did. If that is true, then the game will be decided either by play on the other half, or by better yose play.

Diagram 16 removes equal numbers of killer and killed stones (including 2 stones captured by White earlier). White's area is secured by 7 plays and is worth about 44 points. Black's area is secured by 6 plays and is worth about 38 points. Both seem to have made par, so this half is split evenly. Notice that B3 became a wasted stone. If Black had invaded at 5 directly with B1 and White swapped, then Black would have made almost par+2 for each stone invested. White has successfully minimized his troubles via the trade, breaking even on this half of the board.

IG-5.3

Battle Fever Hits 5 Dans

To keep calm in the midst of the firestorms of this game, one needs either lots of confidence or lots of counting and reading. My opponent and I used confidence (and some occasional reading), but to illustrate this chapter's theme, I will test our decisions with after-the-fact counting (and a few well-read-out comments). While I would hope that you always follow along on a Go board, it will be particularly helpful in this case. I am Black.

B15: I am building a wall facing my shimari, trying to focus the game around my developing moyo.

B21: This violates contact fight rules, but not blindly. B15 is unstable and B at 26 is the logical response, but I felt that White might take sente, and my cutting weakness near 17 was too exposed. Instead I decided to allow W26, but I made sure that White would not be building a useful wall by this sequence to B25.

W26: After B27, White is still contact unstable because of the cutting point next to W26. However, spending an extra move to defend would just build a useless wall. I wonder why White even bothered to play W26. Later it might be better one point below. Such a simple move, yet it, not my moyo, would be responsible for a massive display of battle frenzy lasting the rest of the game.

W30: This ends the fuseki phase of the game. Time to count. White's territory is: SW=3x6, N=3x7, and the east moyo of 3x7 points. Black's territory is: SE=3x5, NE=3x2, NW=3x4 and the west moyo of 4x10 points. Using Kerwin's notion of making one-third of a moyo into "enclosed" territory, Black has 13 points from his moyo for a total of 33+13=46. White's moyo is worth 7 points for a total of 39+7=46. By count the game is close. It's my sente. I have a potentially weak group in the SW and White has somewhat less potentially weak groups in the East. Our territory security is not much different. White has more center influence than Black, but Black has a larger moyo. My moyo vs his influence--the score is slightly ambiguous, but we seem balanced.

B31: Since my SW group is weak, this is one way to strengthen it. I do not want to try to secure my moyo as territory. Instead I am strengthening at a distance, awaiting White's invasion.

W34: This is not a move I would want to play. Allowing B35 is bad shape and I would be reluctant to get a weak baseless center group when Black can just extend along the edge on both sides, taking territory.

W48: White has gotten out into the open with W42 so it is time to change operations. Continuing to allow Black to secure territory while attacking (such as B43&45) would be intolerable. After placing aji with W46, White launches a counter-attack.

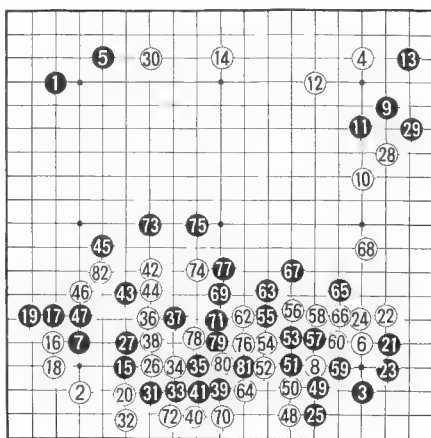
B49-51: I may have to sacrifice B39 et al, but perhaps I will attack W24. If I do not resist with the cut, my B39 stones will be floating

without a base within White's sector lines (W42-W24, W42-W10). Little good can come of that kind of situation.

W64: If White pushes above W62, Black throws in a ladder block of some kind, probably the peep near W58. If White responds, Black plays at 81 and can cut in two places.

W68: It is time for White to choose between abandoning W66 to kill B39 with a play around 69, or saving his stones as he does. If White kills, he gets Kill=32, SW=16, N=21 for a total of 69. Black gets Kill=23, SE=18, NE=7, NW=12, W=8 for a total of 68. W10&28 would need help and Black still has a moyo, so this seems bad for White. Possibly Black cannot kill White in return, but the risk is too high for White and Black might find some other good swap.

Game Record 1 (1-82)



W70: White cannot split Black apart, so this is essential.

B73: I am pleased to get this influence pivot point. This begins a new fight, and since White has no option but to save his stones, there is no need for scoring right now. But since I am trying to demonstrate the process, let me try to decide who is winning.

The score is ambiguous. Both sides have helped their moyos. White has about 7 points more than after W30, but I have a drastically weak White group to attack. I should be ahead, but it will depend on how I use the upcoming fight.

B77: I didn't notice the threatened ko when White played W76, so I was happy to seal with B77. I should have been suspicious; it was too easy.

B83: Could I afford to lose the ko? To handle this situation, I should have determined the score for various possible results. Looking back, I'm appalled that I didn't investigate the consequences of sacrificing 5 stones in a small way; it seems so obvious. Instead, I had this fixed notion that I couldn't allow White to get away, so I connected immediately--losing 7 stones in a big way. (Whoever said Go was a logical, rational game?)

B85: I have little choice but to sacrifice my SW group, and this is done in the sequence to W100. It is still a thorn for White however.

Now that I have sente and my stones are lost, it is

time to review the board. White's current territorial claims (including enclosed and potential) total 91 points. Black's claims total only 63. Much of Black's territory is only potential. This dismal picture is relieved by three things: Black can capture at least 5 stones by a cut at 131, White's 18-point east territory is a sieve, and Black has sente. Assuming I can demolish 18 points in sente, I'm not out of the game yet.

B013: It was time to wreck havoc in the East to revenge myself. White's handling of this area was poor. W114, in particular, was a sluggish move that should have been played to the right of B119. B115 gave Black a perfect attack.

B123: I couldn't resist moving here, knowing I had B131 in reserve.

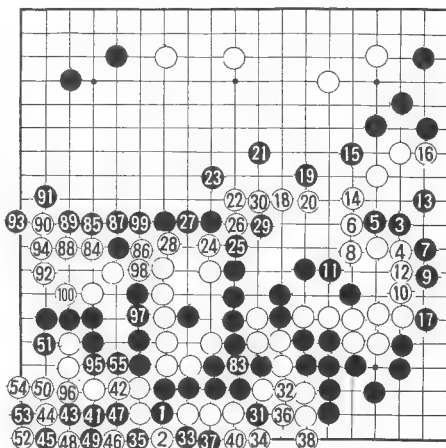
W128: White was afraid of the play two points below 127. It gets quite messy and many ways lead to White's demise, but I think there is a safe way for him. Neither of us was doing elaborate reading here, but I had prepared B131 many moves ago.

W130: This is a simple-minded response to a foolish B129. White should play above W118 and either escape or protect the connection with a sente bamboo joint (assuming Black tries nothing really risky).

B133: This is careless, even for a quick game. I should have descended to 134. Fortunately I have a second path to safety.

W144: This is the obvious response, but it's fatal. The sequence up to B155 shuts White out of the game; White has only a many-step ko. With the fate of two large White groups in the balance, any ko will be a problem--but this is totally out of the question. He cannot possibly find threats for this ko. The Black result will be more profit than

Game Record 2 (83-155)



White, more influence than White, at least one dying White group to attack, and sente. White struggled much further, but the issue was never in doubt.

W144 at 151 would capture the B95 stones by 1 dame. Black would get an eye in the corner for his critical 101 group and sente, however, so the W106 group would still be in big trouble.

This game offered many opportunities for panic, faith or counting. Panic--and there will be no good moves thereafter. Even if you find life, you will probably lose as a result. Faith is acquired by experience and can lead you astray. Counting is the ultimate reassurance, especially when abandoning a group. While the counting system I use is primitive, it works reasonably well and takes little time to learn and apply. The hard part is remembering to use it. Too often players get caught up in the excitement and forget about things like counting and planning. At such times--"May the Force be with them."

.....

CANADIAN GO ASSOCIATION FORMALLY ORGANIZED

At meetings during the first two days of the Canadian Championships the principle organizers of Canadian Go established a permanent structure for the Canadian Go Association and chose officers.

The CGA will be run by officers answerable to an executive committee meeting once a year--at the annual National Championships. The committee will be composed of club representatives. Each club may choose one representative for every 10 CGA members. CGA dues will be \$4 per year, split as follows: \$1 for the cost of computer time and the labor of the rating officer, \$1.50 for administrative costs, and \$1.50 for miscellaneous. Each club will pay a separate yearly \$10 fee to the Association.

To encourage membership, no dues will be collected until September of 1979.

Clubs will send in lists of their members with addresses, telephone numbers, and strengths. All members and all their games will be entered in the CGA rating system run by Chuck Elliot of the Alberta Go Association.

Presently the CGA is using a variant of the AGA numerical system.

Play in CGA tournaments may eventually require paid CGA membership--an issue to be decided next meeting.

There were few volunteers for CGA officers. With great reluctance Chuck Elliot, agreed to take over the duties of President, pro-tem, until September when John Carlin of the Toronto Go Club will assume the office. Chuck will be carrying a heavy burden as Rating Officer for the CGA and President of the Alberta Go Assn. as well.

John Williams, founding father of the CGA was unanimously elected as past-president (referred to as honorary president in many organizations). This will allow him to continue to provide the benefit of his experience for the next several transitional years.

Dennis Bjerstadt of Calgary was elected Secretary and John Katic of Ottawa was elected Treasurer. Dennis will also write up the constitution.

Next year's Canadian Championships will be held in Calgary, Alberta during Canadian Thanksgiving (early October, '79) and will be a 3 day event.

(There were many expressions of the cooperative spirit between the CGA and the AGA. The new strength of the CGA will only help Go in this part of the world - Ed.)

FIRST CANADIAN OPEN DRAWS 48

During Christmas week the first Canadian National Championship was held at the Central YMCA in Toronto. The tournament drew 48 players from throughout Canada including representatives from Vancouver, B.C., Edmonton, and Calgary for 3 days and 8 rounds of play.

The MacMahon event was directed by Pat Thompson of the Toronto Go Club with assistance from John Williams, Canadian Go Association president, and Terry Benson of the AGA.

1st prize in the Open was an elegant, engraved tray and a \$50 cash prize. However, the BIG prize was for the highest placing Canadian citizen: a place on the North American team for the World Amateur Championships this March sponsored by JAL. By round 7 the representative was virtually certain to be Canadian Paul Selick, long time AGA member and promoter from Princeton and now part of the growing Boston Go organization.

Locked in a tie for the Open title after 8 rounds were Paul and Se-ju Lee, a landed immigrant from Korea, generally recognized as Canada's top player. Se-ju lost games in rounds 2 & 3, but continued to play, an advantage of the MacMahon system over "double-knockout." In round 6 he defeated Paul and in round 8 Paul lost again, leaving them in a tie for 1st with 6-2 records. The playoff round on Sunday was won by Se-ju, who thus became the Canadian Open Champion, but Paul can be quite satisfied since he goes to Japan in March.

A full tournament report and additional pictures will appear next issue.



Pat Thompson, 1-kyu, Director, & Eastern U.S. Kyu Champion



Se-ju Lee, 6-dan, of Toronto
Canadian Open Champion
(Photo by Stan Williams)



John Williams, past President of the Canadian Go Assn.

Paul Selick, 5-dan, Canadian player on the North American team to the World Amateur Championships.

(Two photos above by Terry Benson)

SURPRISES AT THE EUROPEAN GO CONGRESS

by Ron Snyder

The 1978 European Go Congress, held at the Cite Universitaire in Paris, was an outstanding success and a thoroughly enjoyable experience for all who participated. In addition to the European Championship, a round robin of ten of the top European players, there was the nine round Main Tournament with over one hundred entrants, a handicap tournament, a weekend tournament, speed Go and tandem team Go.

A delightful surprise was the appearance of Iwamoto, 9-dan and a team of three top Chinese players, whom most of the stronger participants got to play in either simultaneous or handicap tournament games. Particularly notable was the performance in the handicap tournament of Nieh Wei-Ping, China's top player. Handicapped as an amateur 8-dan, he had a score of fourteen wins, no losses.



Chinese team (seated)
Chen Tzu-Te Nieh Wei-Ping Shen Kuo-Sun



Ron Snyder Iwamoto, 9-dan



Congress participants listening to a lecture by
Iwamoto, 9-dan

The European Championship was won by Helmut Hasibeder of Austria with a perfect nine wins. The Main Tournament was won by myself, also with a perfect score of nine wins! This feat was accomplished partly by my good play, partly by my dogged tenacity, and mostly by my opponents' generosity. Rated 3-dan going in, I defeated a 2-dan and two 3-dans in the first three rounds. In rounds four through seven

I was paired against the three 4-dans and one 5-dan in the tournament, each of whom had a distinctly won game against me sometime before they lost. In round eight a strong Dutch 2-dan had me crushed but blundered in time pressure. By round nine I had run out of strong opposition and had to finish against a 1-dan and even he had a much better game before I swindled him. Perhaps some of my opponents didn't take the games as seriously as I did.



Ron walks off with a 1st prize



Helmut Hasibeder, European Champion

Special mention must be made of the fine performance of the Congress organizers in seeing that everything went smoothly. I personally enjoyed myself immensely and found the European Go players to be friendly and fun to be with. I will certainly make an effort to attend more such Go events in the future, and am looking forward to the time when Go players on this side of the Atlantic will get together for similar Go activities.

(Photos by Terry Benson)

GO World

A bimonthly magazine covering the Japanese Go scene with games from the top tournaments, reporting major Go events throughout the world, and offering comprehensive instructional articles for both weaker and advanced players on new joseki, original handicap tactics, end-game, etc. Subscribe with The Ishi Press, Inc, CPO Box 2126, Tokyo, Japan. Annual rates (6 issues): Seamail: \$19.50, Airmail: \$27.50. Single issues: \$3.25. Back issues available from issue #1.



A Selected Bibliography Of
Currently Available Go Books

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For Beginners

"Go For Beginners" by Iwamoto - Ishi Press
The best and most lucid introduction to Go ever written.

For Intermediates

1. "In the Beginning" by Ishigure - Ishi Press
A lucid introduction to the principles of full-board opening play.
2. "Basic Techniques of Go" by Haruyama and Nagahara - Ishi Press
An excellent introduction to the basic methods of handicap play.
3. "Strategic Concepts of Go" by Nagahara - Ishi Press
A clear exposition of the key strategic ideas in Go.
4. "38 Basic Joseki" by Kosugi and Davies - Ishi Press
Concisely describes and explains the major corner opening patterns.
5. "Tesuji" by Davies - Ishi Press
Provides insight into the selection of efficient tactical plays.
6. "Life and Death" by Davies - Ishi Press
Describes and analyzes the most common life-and-death patterns.
7. "The Endgame" by Ogawa and Davies - Ishi Press
Describes the techniques for maximizing your final score in any position.

For Advanced Players

1. "The Middle Game of Go" by Sakata - Ishi Press
Illustrates techniques for invading and reducing large enemy territories.
2. "Dictionary of Basic Joseki" by Ishida - Ishi Press
A brilliant and detailed analysis of all major corner opening patterns.
3. "The 1971 Honinbo Tournament" by Iwamoto - Ishi Press
A penetrating analysis of world-championship games which makes every move comprehensible to amateur players.

FLASH: EXPERT WINS WRONG TOURNAMENT

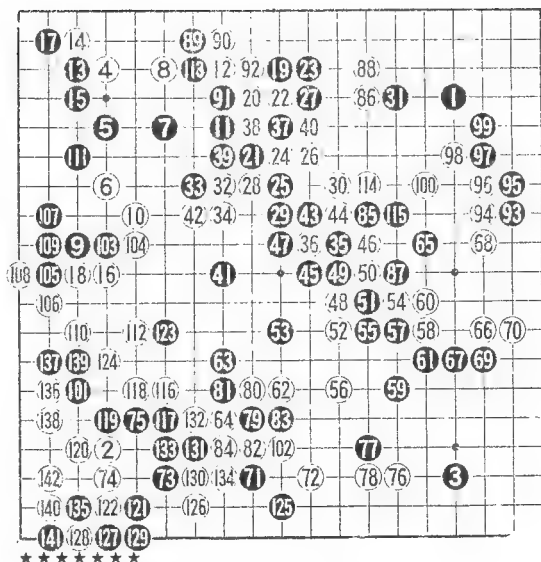
As well as being a Go enthusiast, Ron Snyder is a well-known Backgammon expert who hoped to take home the \$50,000.00 first prize at Monte Carlo shortly before the Paris Go tournament. When asked his views on his unexpected win in Paris he said, "My timing was off."

TWO YOUNG LIONS

Black: Aragaki, 4-Dan

White: Kataoka, 4-Dan

Date: Jan 19, 1977

Both players were
18 years old.142 plays. White wins
in mid-game.

KAJIWARA VISITS NEW YORK

by Terry Benson

Kajiwaru, 9-Dan made a three day stop-over in N.Y. on his way back from an international tournament held in Brazil. His substantial expenses were covered by fees for simultaneous games he played, 1-hour lectures, and contributions by local area Go players and clubs. His transportation expenses were generously paid by the Nihon Kiin, who coordinated his visit through AGA vice-president (and host extraordinaire) Masao Takabe. The fees were the highest charged in the U.S.: \$20 per game and \$4 for each lecture, but it was well worth it.

Kajiwaru is a delightful character, but the initial minutes of the 1st lecture he gave at the Zen Go Circle were nervous ones. I wondered if we had made a mistake as he rambled into a halting, awkward discourse on "bridging American & Japanese cultures", bringing people together through Go, and an outline of the state of Go in Japan (300 professionals, students, big titles, etc.). The sentiments were genuine and well-intentioned, but there was a perceptible impatience in the audience of well-informed Go players to "get down to business." When he did, the impression of an old, absent-minded professor totally vanished.

The youthful animation, assurance and lucid explanations were a startling contrast. What he showed - became, actually - was living Go - the game alive in the man and one immersed in the other. He cut through the complexity and confusion of the game with his deft combination of theory and tactics. A dozen times in his commentary he made the Japanese in the audience laugh with his wry, ironic wit and atypical dogmatism. For example, he referred to an ill-timed play made in the Eastern U.S. Honinbo Championships as "a move for the day after tomorrow." In commentary on one of his own Meijin league games (presented on the next two pages of this issue) he commented that his opponent's W4 was "bad" and that the game was emphatically over. In fact, he said that the game was over after several of his opponent's moves. All he (Kajiwaru) had to do was finish the job. After 65 moves he said, "White's about 500 points behind" and (after his opponent resigned) "I had been trying to tell him that the game was over for a long time, but these kids today are stubborn." He kept a running score of the mistakes made by W & B by piling stones on a nearby table.

White: Shiraishi, 9-dan
 Black: Kajiwar, 9-dan
 Commentary by Kajiwar

One must maintain total balance.
 Hoshi is balanced. It has influence
 in all directions. Double Hoshi is
 too easy to keshi.

W4 is wrong. The game is over.

B5 must be! Chinese point on the
 right: 95%, on third line left: 90%,
 bottom hoshi: 80%.

W6: 2nd W mistake. B must not ikken
 tobi to the left. The W slide and
 2-point extension and then tsume on
 top will reduce B's profit to 20
 points while W has more.

A hasami against W6 would build up B
 strength, but W could keshi it with
 an ikken kakari in the lower right.
 There isn't a good answer near W6,
 so I played B7. If W dives into sansan, B can block and develop a large
 moyo on the right using the shimari.

W8 should have been at 9. The game is now over.

Actually, I would have liked to play keima kakari on the lower left, W
 ikken tobi, then play 9. But that is overly optimistic. W would squeeze
 at 9, B 3-3, block, etc. W gets too much on the bottom.

W10 is good and threatens an invasion above 45 later on.

B11 could be a hasami above 12, but after W 3-3, B block, W extend twice,
 hane, etc., B has a diamond territory, but the W uchikomi above 45 fol-
 lowed by B ikken tobi, W ikken tobi, ruins it. B11, attacking from this
 side and securing the corner, is better.

W12 is natural. After W12 I thought for 20 minutes. I considered an in-
 vasion 2 points above 12. B gains 50 points but W is secure and gets
 sente to play 26. So I played 13 to prevent the tsume and leave the cut
 between 12 and 6 for later.

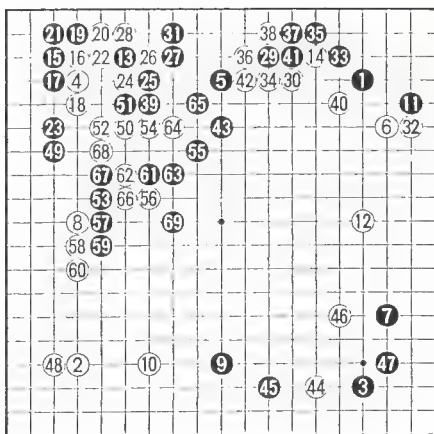
W felt great pressure on the right so he played 14. But this W move does
 not threaten B in any way. I considered many points including a tsuke
 at 33, W below 4, B to the left of 6, but W could then invade at 27 with
 great force although he has 2 weak groups on the right.

I thought of a kakari at 23, W24, B25, W22, B51, W connects, B52. The B
 thickness does not sufficiently weaken the W formation on the lower left.
 B15 gave the decision of the flow to W. W16 should block at 17, extend,
 B connect, W keima, B ikken tobi, W slide in upper right, B ikken tobi
 to 52. W has no prospects on the upper side either, but since he is "out
 of line" and has no good move, he decides to stay out of line with 16.
 This is wrong, but many 9th dans don't know what's right and are 9th dans
 anyway.

The sequence to 27 is professional, but either way (take or sagari) W has
 problems. He took, which was another mistake. I expected W to sagari, in
 which case a keima to the point left of 40 is best. The B sagari doesn't
 work if W sagaris. The top is unimportant.

After the mistake I played a hasami. Only 3 players out of 50 at the Brazil
 tournament got this correct and they were 3 & 4 kyu. After the hasami,
 the B sagari is effective.

I expected a kosumi then a sagari, W getting into the corner and B getting
 the right. W played osae, I ignored to hane underneath. For 36, I played
 37. An atari at 41 leaves too much aji. There is no law in Go that you
 have to connect after an atari (38). Besides, B has too many weaknesses
 (42 & right of 25).



Game Record 1 (1-69)

At 43 B is 10 points ahead. Since W is so far behind he attacked at 44. B said "please" and "your welcome" with 35 and 47. B's territory is taking shape and W has nothing. I'd been trying to tell W that the game was over for a long time, but these kids today are stubborn. B49 is proper shape, reducing W influence on the right, and works well with the B stones on the top. B67 is not attempting to capture W, just get something out of it. W still doesn't see (his defeat), so he attacks B. B uses the power of 49/53 to push W down. If W escapes, B will let him go and press into the left. W will still have huge weak points on the right and is about 500 points behind. W lost his balance and couldn't regain it. B made no mistakes. If W kept playing (since I had used much time), perhaps some B stones would have ended up piled on the table, too.



Kajiwaru, 9-dan, during his visit to New York

ANGLO-USSR TELEPHONE MATCH

This historic event, sponsored by Japan Air Lines, took place at the London Go Centre on Friday 14th of April. A four-man British team played a team from the Leningrad Go Club in a match lasting 10 hours. The result was a 2-2 draw.

The idea for the match was conceived at the European Go Congress in Rijswijk, Holland, last summer. Valeri Astashkin attended the Congress to play in the European Championships and approached Matthew Macfadyen with the suggestion of a telephone match that would give more of his countrymen a chance to play opponents outside Russia.

After an exchange of letters and telegrams the match was fixed for April 14th. Japan Air Lines London office offered financial support to the British team and also covered the distribution of publicity. Without their generous help the match would have been merely a pipe dream.

Telephone contact with Leningrad was established early on Friday morning and the match began at 10.00 am. The moves were relayed using algebraic notation

and there was no real language problem although the quality of the telephone line was initially poor. The time limits were 1½ hours per player and 1 minute bypoint but so much time was consumed in relaying the moves that it was not possible to conclude all the games.

The games on Boards 1 and 4 were unfinished as the time available ran out. On neither board could the players agree that either had a decisive advantage, and so, unusually, draws were agreed.

A press reception was held in the early afternoon which was attended by representatives of the Meibuchi Shimbun, the Sankei Shimbun, Soviet Weekly and the G.P.O. who drank sake dispensed by a girl in traditional Japanese kimono.

Several radio stations announced the match and later reported the result and the London evening papers also reported the event.

From every point of view the match was a great success and the British players hope to repeat this venture with clubs from other countries, including Japan and America.

- | | |
|---------|---|
| Board 1 | Jon Diamond, 4-dan (W) v Valeri Astashkin, 5-dan (B) |
| | Game agreed drawn when telephone time expired. |
| Board 2 | Tony Goddard, 5-dan (B) v Giorgi Nilov, 5-dan (W) |
| | Goddard resigned. |
| Board 3 | Matthew Macfadyen, 5-dan (W) v Alexander Vasilov, 4-dan (B) |
| | Macfadyen won by resignation. |
| Board 4 | Adam Pirani, 3-dan (B) v Boris Surupov, 3-dan (W) |
| | Game agreed drawn when telephone time expired. |



ON "SENTE" AND "GOTE"

by Toshiro Yamabe, 8-dan

(Reprinted with the kind permission of the Nihon Kiin from Go Monthly Review, September, 1962.)

A keen interest in sente and gote should be maintained all through a game, for the vital point in leading the phase of a battle to your best advantage is ever to try to take the initiative--to occupy as many vantage points on the board as possible by devising a successive series of out-maneuvering moves. The game of Go is, if a little exaggeration may be allowed, a struggle for sente.

However, the trouble is that you cannot easily tell which is sente and which is gote in a game of Go, or you'd rather say there is none to be called "an absolute sente," while in other games, such as chess, the final goal to attain is to checkmate the king and the play is an absolute sente. Prevention against the probe is, therefore, an inevitability. This is not the case with Go. In the game, even when your large group of stones are checkmated you may or may not connect them to life. Or, cases may be when you leave them alone and turn your next play elsewhere instead, thinking mere connection will not mean anything.

Theoretically speaking, as we have seen, there can be no absolute sente in a Go game. However here comes in common sense, which may be interpreted as experience, and it serves as a standard for your judgement on sente and gote. In short, a move of response which would otherwise incur a great loss is a sente, while a move which, if skipped, would not leave your stones susceptible to damage, is a gote. Only, a sente, of course, varies in value according to the situation. Given below are the examples:

Dia. 1: Black 1 is a sente, threatening to invade White's corner territory with his next move at "a," which would promise him a great gain.

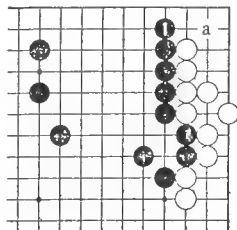


Diagram 1

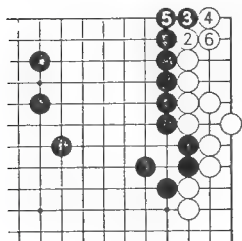


Diagram 2

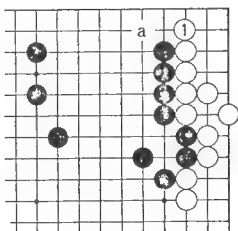


Diagram 3

Dia. 2: Limiting the sphere of battle to this section only, White will answer at 2 and the following sequence up to White 6 is a necessity. In Dias.

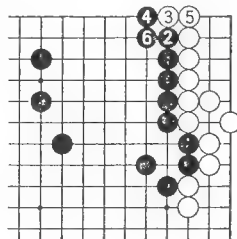


Diagram 4

1-2 Black took the initiative throughout.

Dia. 3: Similarly, White's probe at "1" is a sente. You can easily tell what will become of Black's formation if the probe is left unanswered.

Dia. 4: Consequently, the sequence from Black 2 to 6 is a natural outcome, quite the reverse of the preceding cases. Here White took the initiative throughout.

From this, you will see that Black 1 in Dia. 1 and White 1 in Dia. 3 are both sente; but in value, you cannot say they are equal. The latter has "a greater value" than the former, or you'd rather

say White 1 is "stronger." How come? Because they differ in effect. In Dia. 1 Black's jump at "a" is an attack upon White's corner territory without any great damage expected on White's side. White's invasion at "a" in Dia. 3, on the other hand, is aimed at breaking into a wider enclosure of Black's territory, a very effective move. Hence it follows that White 1 in Dia. 3 is "more valuable" or "stronger." In Dia. 1 White may not respond to Black's approach at "a," but in Dia. 3 Black cannot disregard White's invasion. Even from the countermoves expected to follow in either case the difference of the two in value can be clarified. As a general conclusion, you may well say that the possibility of White playing as in Dias. 3 and 4 is much greater than that of Black's moves in Dias. 1 and 2.

Let us further study this in other situations.

Dia. 5: Black is, of course, to play first. If he remains idle, his two stones will be captured by White's "a". An answering move is, therefore, a "must" to Black, but how? Just try to think it out, keeping up your interest in sente and gote.

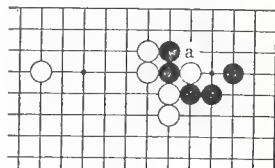


Diagram 5

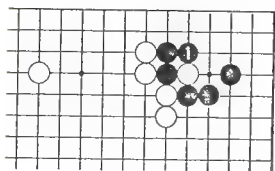


Diagram 6

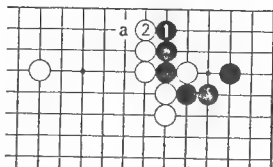


Diagram 7

Dia. 6: Black 1 is a solution. It certainly is perfect in form. But you must admit it is after all a gote, a probe not very resource-

ful.

Dia. 7: Let us try at 1, then. How is this? Black's jump at "a" to follow will be an irksome source of trouble to White, who cannot but answer with 2. Here Black was successful in forestalling White. You may direct your next move elsewhere as you please, as you have captured White's isolated stone, for...

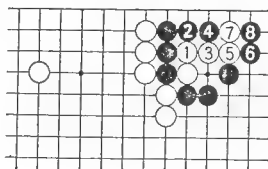


Diagram 8

Dia. 8: Suppose White attempts an escape with his 1, Black may follow it out up to 8 for a complete capture. You played gote in Dia. 6, but you took the initiative in Dia. 7. Well then, is Black 1 in Dia. 7 a correct answer? Actually, it is not. There is yet much to be desired, though it is a move of sente.

Dia. 9: In place of his 1 in Dia. 8, White plays at 1 as in this diagram, a move of resource. Black 2 is a necessary response but White doggedly continues an attack with his 3 and 5, till he completes his invasion

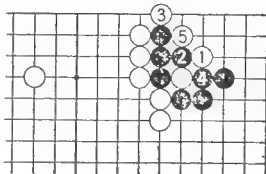


Diagram 9

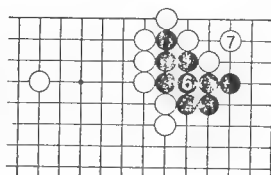


Diagram 10

with 7 as in the following diagram. When there is room enough for such a destructive measure left after you have made a sente move, the result will be quite contrary to your expectation. The very sente will prove harmful after all. You should be contented with playing as in Dia. 6, though it is a gote.

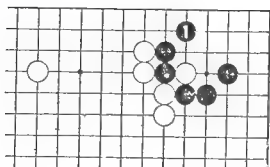


Diagram 11

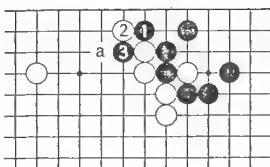


Diagram 12

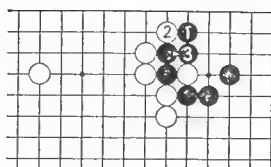


Diagram 13

Dia. 11: Black 1 is the best move. This is what you may call a "tesuji". If not answered by White, the play will be a gote.

Dia. 12: However, when it comes to Black's turn, his move at 1 will be a most recommendable one. Suppose White answers with his 2, you may sever it from his friendly stones with your 3 ready for a fight. Or, if White plays at "a" in exchange for his 2, you may stretch to 2, and proceeding for further invasion, aim at cutting White stones any time.

With Black 1 in Dia. 11 White cannot skip his answering move.

Dia. 13: All that White can do is to check Black with his 2, force the latter to connect at 3, and then turn elsewhere. White 2 is a sacrifice hit to take the initiative. This will protect White from Black's attack as in Dia. 12.

As a result of Dia. 13 Black's play became a gote, but a satisfactory one; for when there is a chance in the latter stage of development...

Dia. 14: Black can take off White's one stone with his 1 and 3, a big gain and a sente, at that.

White was prepared for the loss and made a sente play as in Dia. 13.

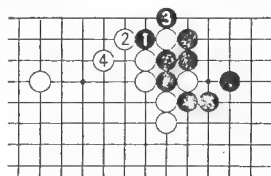


Diagram 14

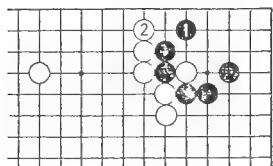


Diagram 15

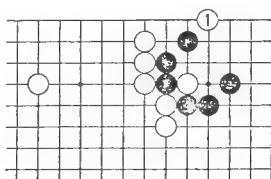


Diagram 16

Such a play as Black 1 in Dia. 1 which helps cover up your weak side and leaves room for an effective counter measure is called "sente of gote" in Go terminology.

Dia. 15: If White is contented with a gote against Black 1, he must play 2 with composure, which is a correct move. Black needs not answer it, so his play is a sente.

Dia. 16: However, in the final stage of the game, if White should play at 1, it cannot be helped. It is a nice move and a tesuji. Just try and see how Black fails to cut it.

Dia. 17: Black cannot but answer with his 2. The sequence up to Black 8 shows White's "sente-yose".

White 2 in Dia. 15 may also be called a "gote sente". It is up to your judgement based on your survey of the whole phase of the game whether you, as White, try to take the initiative by checkmating Black as in Dia. 13 or expect a future possible profit by playing as in Dia. 15.

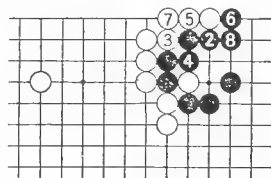


Diagram 17

THE LONDON GO CENTRE CLOSES

by Terry Benson

Probably you are surprised at the news. The reports from London have always seemed so encouraging: 2000 sq ft, 50 boards in 2 rooms, 2 full-time managers, 250 members, tournaments drawing 120. Everything seemed right - from a distance at least. But reality in the garb of British Sterling was stalking the place from its inception in 1975. Membership fees were always low - full membership was £10/year and 40p per day - and the location of the Centre was hardly convenient. The nearest underground was a brisk 8 minute walk away. The Centre needed 500 members to be truly solvent, but hit a plateau of 250 at the same time as BGA membership froze at 1000. A full analysis of the Go Centre's failure may never be possible. Stuart Dowsey, David Mitchell and Allison Cross, aided by many dedicated players, did all they could to keep it alive. When it was clear that only a move to central London would get the club off dead-center, the organizers formulated a thorough plan and Stuart set off to Japan to get the necessary backing. When speaking to him last summer at the European Go Congress in Paris he was confident of the substantial funds needed for the move and enthusiastic about the prospects for a new Centre.

The ax fell quickly and cut the vital lifeline from Japan. The decision by the Kiin not to save the Centre was consistent with its recent policy of disengaging from direct financial expenditures for overseas Go. It also represented a tough-minded business decision that the Centre had had 3½ years to prove itself and, failing that, should be cut loose.

The lessons for us in the U.S. are unclear. Certainly any business venture in Go must be approached with care. Starting small if possible and growing as the base of support grows and picking one's location carefully are crucial principles which the Japanese alluded to in light of the Centre's demise. Two others occur to me as being equally important: 1) be sure to tap all of the available financial base in the existing Go community. In the U.S. this means catering (if necessary) to the peculiar tastes of the Japanese, Korean, and Chinese Go populations. These groups, composed primarily of businessmen, are sometimes repelled by the more casual, sometimes unkempt, often shoestring Go clubs here. Too often we forget that "form" counts. 2) Combined with this is a sense that Go playing should be as inexpensive as possible if not free. Many organizers are afraid to collect a playing fee for fear of repelling anyone. I am convinced that we are using the wrong psychology. In our culture, what something costs represents what it is worth. The notion may be warped when viewed objectively, but any huckster will attest to its validity. To offer Go FREE often means to debase it. To exact a fee, however small, gives it value and forces players to realize what a fantastic game it is and how valuable it is to them. For us to have permanent full-time Go clubs and to have professional teachers in our major cities will require a constant flow of dollars from the Go playing public. The sooner we get used to reaching into our pockets to support the game we love, the sooner we will have viable Go centers here in the U.S. independent of Japan.

For the present, those travelling to London may play at the Central London Go Club meeting Monday, Wednesday, and Thursday from 5:45p to 11:00p at:

The King's Head Pub
Swinton Street
near Kings Cross
London

Playing fee: 40pence. Two other London Go Contacts:

S.J. Dowsey, 6 Belsize Lane, NW3. Tel: 01-794-9881

T.Mark Hall, Flat 4, Alexandra House, St. Mary's Terrace, W2

Dear AGA,

I regret to inform you that as I was recently reassigned to Karachi, Pakistan, and shall leave New York soon, I have to withdraw from membership in your Association. I enjoyed your "Review" very much...

I heartily wish for the success and development of your Association.

Yours sincerely,
Yoshinori Imagawa

(Formerly of the Japanese Consulate in N.Y.-ed)

Dear AGA,

Several years ago I mentioned that I am an Amateur Radio Operator ('HAM') - call WB6EQK. I've not been contacted in all that time! Surely I'm not the only Go playing Ham. If you want to try again, my telephone number is (714)780-8373.

Ryan B. Massey
Box 7401
Riverside, Calif 92513

(These comments on finding Go players in a strange place recently were sent in by Paul Stygar, the newly elected Publicity Coordinator of the Greater Washington Go Club, and from the sound of things he is the right man for the job. We publish his experience here for other players who may want to dig players out of the woodwork.- Ed):

Recently I spent 4 months in Dayton, Oh, where there is no AGA chapter yet, but I had little trouble finding lots of Koreans and Chinese to play by contacting the local Korean churches through the local Korean food stores. Also several players were found by contacting local chess clubs. We really ought to treat chess players with detente rather than scorn.... Most Koreans I met seemed to prefer playing for money, i.e. with a side bet.

The Korean clubs seem to work through their local Korean newspapers, eg, the Washington group works through the HAN MINH SHINBO in Arlington, Va. to advertise its tournaments. There is no membership list or dues, they play mostly at each other's homes, mostly with those primitive folding boards. The Washington tournaments had a color TV as first prize, but a player has to win 3 times to keep it....

Paul Stygar

CLUB NOTICES

The new home of the Massachusetts Go Association is: 94 School St., Cambridge, Mass. 02139. There is a pay phone with the number 547-9453, so anyone can call ahead to see if anyone's there.

We have been open since Easter Sunday, March 26. During the academic year there was never a day without a game being played, though things slowed down somewhat in the summer. We now have close to 70 members at the rate of \$30 per year (students, elderly, unemployed, \$20). For that you get the equivalent of a key (the combination to the lock on the door). Daily fee for non-members is \$1 (students, etc. 50¢). There are three playing rooms, containing currently 12 boards, with an expansion capacity of 19 or 20 boards ultimately. We are relying entirely on volunteer attendants to look after the place, help newcomers, collect fees, etc. Each attendant does a regular one-night-a-week. On this system, we had (during academic year) every day but Sat. covered. In the fall, we will begin serious outreach, advertising, beginners' and advanced lessons, beginners' nights, dan nights. I am hoping we will be able to use this new "more official" existence to help in spreading Go into the schools. To that end, we will also be incorporating shortly as an educational, non-profit organization.

Skip Ascheim, President

GO IN WASHINGTON D.C.

There are now 4 separate places to meet Go players in the Washington D.C. area:
 Your Move Game Store, 3409 M St. NW. Walter Stromquist
 Capitol Amusements, 6184 Arlington Rd.
 N. Virginia Go Club, Mon. pm. contact Jim Cho, 941-6043
 GWGC, Fri. pm. contact Art Lewis, 942-8343

GO IN ARIZONA

A new Go club has been organized in Arizona. It is the Flagstaff GC, 7 N. San Francisco St., Flagstaff, Arizona 86001 - (602)774-7448. Meetings are held Wed. at 8pm. The average attendance has been 10 members. Contact: Richard Schaffer, 1704 E. Colanthe #3, Flagstaff, (602)774-1092.

GO IN COLORADO

The Boulder Go Club has instituted an on-going series of 6-month-long promotional tournaments at their club. The present tournament started in Sept., 1978. Anyone may enter. During the 6 months everyone who has entered should play 4 games with everyone else who has entered. Scores will be recorded and displayed on Monday nites. Each person in the tournament must play at least 80% of their games in the 6-month period to be eligible for promotion. When the tournament is over, promotions will occur according to the following schedule (there are no demotions):

<u>Strength</u>	<u>Least % of games played which must be won in order to be promoted</u>	<u>Number of levels Promoted</u>
Shodan and stronger	80	1
4 kyu - 1 kyu	65	1
beginner - 5 kyu	55	1
beginner - 5 kyu	65	2
beginner - 5 kyu	75	3
beginner - 5 kyu	90	4

Another tournament, lasting another 6 months, will begin upon the conclusion of this tournament, etc...

So far 12 people have signed up: 1 2-dan, 3 2-kyus, 3 3-kyus, 2 4-kyus, 1 6-kyu, 1 10-kyu, 1 18-kyu.

Comments welcome. Contact: S. Ira Becker, 2555 Juniper Av., Boulder, Colo. 80302.

(We hope that other clubs will be encouraged to develop ideas which enable players to break away from customary opponents and experience a wider range of playing styles. Such ideas encourage more enthusiastic play. We, of course, hope that game reports will be sent in for inclusion in the national rating system and that participants will be AGA members. - Ed)

GO IN TEXAS

We are interested in the promotion of the game of Go and are promoting the activity through our retail store in Dallas. We hold weekly meetings here for the Dallas Go League and have developed quite a following.

Taffie Norris

5521 Greenville Avenue #108

GO IN OKLAHOMA Dallas, Texas 75206 (214)363-9793

Oklahoma State University Go Club, c/o John Wolfe, Dept. of Mathematics, O. S. U., Stillwater, Oklahoma 74074. 405-624-5781 or 405-377-0536. Meetings: 6:30 - 10:30 Mondays, Student Union, 4th floor.

GO IN CHICAGO

The No Exit Cafe & Gallery is open every day from 6:00pm to 2:00am. There is live entertainment every night except Tuesday (when there is a chess tournament). Cover charge is \$1.50 weekends, \$1.00 weekdays, Tuesday no cover. Equipment rental is 30¢/hour, \$1 maximum. Menu items include a large variety of coffees, teas, and pastries. Cafe owner and contact: Brian Kozin, 7001 N. Glenwood, Chicago Illinois. 743-3355. MANY STRONG PLAYERS!

ANOUNCEMENT: SEMINAR ON SCIENTIFIC THEORY OF GO -
at the 1979 European Go Congress.

Up to now we have been able to play Go much better than to understand the logic and mathematical background (cybernetics) of it. Another seminar (the 2nd) will be held at the European Go Congress 1979 in Bonn, Germany on the 27-29 of July, 1979. The following topics will be discussed:

- The rules, understanding and classifications.
- Mathematical principles of Go.
- Advances in computer programming of Go.
- Psychological and pedagogic aspects of Go.

We would be grateful if anyone who is able to make a contribution or help in any way in this field would contact:

Prof. Dr. Klaus Heine
Kleiststr. 67
294 Wilhelmshaven. - W. Germany

WE MUST ALL PUBLICIZE GO
by Milton N. Bradley

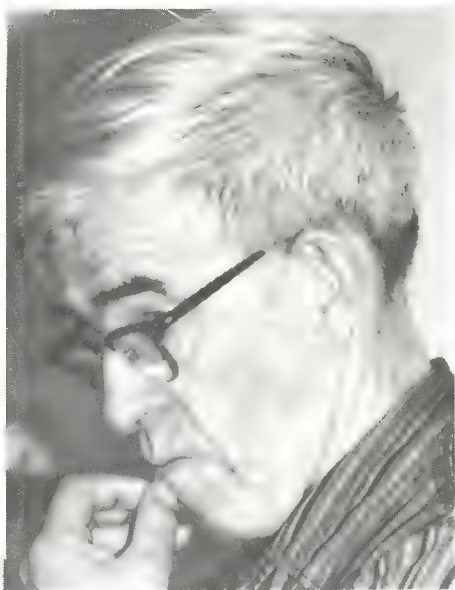
The size of the Go community in the USA is still miniscule today, although nearly 50 years have passed since the AGA was organized. The question is why, and what can be done to correct the situation. In my view, the main problem has been lack of publicity. Even if only one person in a thousand is a potential Go player, that would still give 200,000 players in the US instead of the paltry few thousand we have now.

The first step toward reaching this untapped reservoir of potential players should be the reporting of Go events in the press, followed by a regular Go column. How to achieve this? Simple. Just write to the editor of your favorite local paper and ask for it! Especially in areas with established Go clubs, a letter-writing campaign can and should produce results. Nothing elaborate is needed, just a short note from each of you saying something to the effect that "I play the game of Go and would like to see it reported on regularly in your newspaper" plus some statement indicating that this would influence your decision as to which newspaper to buy.

A similar effort aimed at other media can also pay off handsomely. A short note that I wrote to the editor of the magazine "Creative Computing" about an article which appeared there on programming computers to play Chess was answered with a request for an article on Go for future publication. This has been written and submitted and should get us more free publicity than we've had in many years. If you do hit paydirt with your letters and the editor is interested, contact the AGA, and we'll do the rest! If we each make this little effort, the benefits to the American Go community can be enormous. I hope that you agree and will write now, while you think of it.

PERSONALITIES IN THE AGA

Robert Rusher, 15-kyu.
 Longtime player and stallworth
 supporter in the wilds of cape
 Cod.
 Produces most of the game dia-
 grams for the AGJ with a set of
 $\frac{1}{2}$ " disks and a jury-rig polaroid
 type of camera apparatus.



Membership Secretary Dave Relson,
 Shodan, principal organizer of
 the Ann Arbor Go Club. Computer-
 ized AGA rating system and member-
 ship correspondence.



Don Wiener, 3-dan.
 Learned his Go at Carleton College,
 Northfield, Minnesota.
 Came to N.Y. in 1977 and offered
 to help.
 Assistant editor of the AGJ from 1978.
 A player who "likes to throw the
 stones" and has been known to play
 a dozen games in an evening.
 Helps run the Zen Go Circle and gets
 involved in many AGA projects.



18 HINTS TO IMPROVE YOUR SUJI

by Masubuchi

HINT NO. 17: A TASTE OF HONTE

DIAG A: B2 in answer to W1 might be played occasionally, but it is not always good.

DIAG B: This B2 is honte ("true play"). It has a good taste and leaves no hangover.

In general, honte is slow but has a good taste (aji). This often goes against efficiency. You have to choose in each individual case.

Honte is usually a thick play. A thin but effective play is not

usually called honte. In Go, progress is not the only virtue. With honte, you can charge up a potential so that you can exert a great power later.

Diag 1 (UNPLEASANT). B△ is an occasional play; it emphasizes influence toward the center. But it is a mistake to think this is always good. The unpleasantness about this play is that B must answer nozoki W1. Who knows--this W1 might play a decisive role. Also, one must take into consideration B's possible damezumari when Wa is played.

Diag 2 (NO UNPLEASANTNESS). This B△ is honte. This leaves no unpleasantness. Of course, B must answer W1, but this is no kikashi; in fact, it gives bad aji to W.

Clearly Wa is useless. B has no hangover and can exert a force from here. However, one must grant that the progress toward the center is one step behind

Diag A.

Diag 3 (WASTE). Look at the played-out result. In case of B△, a move is wasted to capture the one stone at a. This is

one difference from honte. But since this form is one step closer toward the center, it is not necessarily bad. In any case, you have to decide on its merit in each case.

DIAG C: For tsume W1, B2 is a joseki; it is also honte.

Diag 1 (PHONY). The jump B1 is a phony play. To get your head out is not the same as living. Unless

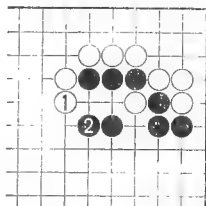


Diagram A

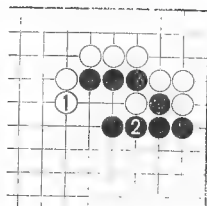
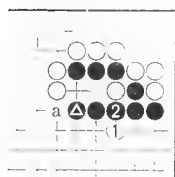
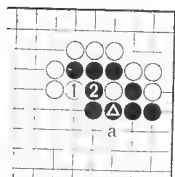


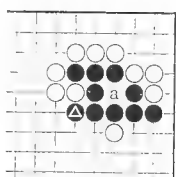
Diagram B



1 図



2 図



3 図

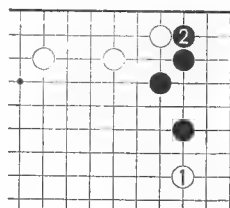
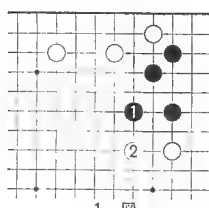
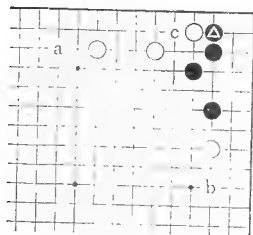


Diagram C



1 図



2 図

you have a secure base, there will always be a danger. Some people have a misconception about this. In this case W2 is a good play to follow and B's situation is no better.

A joseki often teaches a correct play.

Diag 2 (FUTURE GAIN). By securing the base at B△, even though it is slow, B can look forward to fu-

ture gains such as the attack at a, hasami at b, and yose at c. This is the advantage of honte. one can show force later.

Diag 3 (FLOAT). If B tenuki, thinking that playing on the second line at this stage is too small, then W might play 1 & 3. Even if B jumps to a, there is no guarantee of living. One you have a floating group, it will have all sorts of bad influence in other parts of the board.

If you neglect joseki which teach you honte, you have to pay for the consequences.

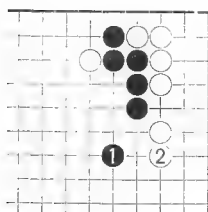
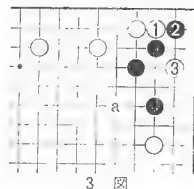
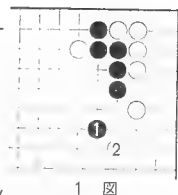


Diagram D

DIAG D: Narabi W2 for B1 is a typical honte. But many people have difficulty playing this.

Diag 1 (PHONY). This W2 is a phony. This leaves all sorts of cutting points and has terrible aji. This kind of play gives trouble later.

Diag 2 (TROUBLE). W could get into trouble right away with B1 & 3. B may not play this immediately, but W has "dropped the bad seed". If he has to come back to

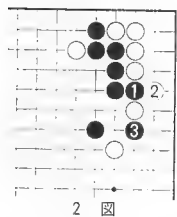


1 図

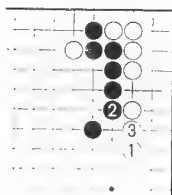
this place, he will be wasting one move.

Diag 3 (SIMILAR). The jump W1 is similar. If B2, W3 is necessary and W1 becomes a waste. A phony play leads to more phony plays.

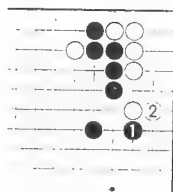
Diag 4 (KIKASHI). If W tenuki here, he has to suffer the kikashi B1. As



2 図



3 図



4 図

you see, 1 is the vital point and honte occupies this point. If he is willing to suffer this kikashi, however, it is possible that W might find a more important place to play.

DIAG E: W△ cuts the B groups. It is a good idea to take this "seed" stone with B1. To capture a seed stone is a honte.

Diag 1 (PHONY). You might be tempted to go after the whole group with hane B1. But this shows that you don't see through the essence. The two stones W△ are rubbish; there is no need to collect rubbish. Just so long as you take the seed stone you should not care about the rest. In this case, since there are still two liberties on the seed stone, there is bad aji left. For example,

Diag 2 (BREAK THROUGH). W might try to break through from 1 to 7. This is somewhat heavy for W, so W may not do this now, but there remains the possibility.

Diag 3 (ONE MOVE). Also, after osae B2 for W1, W might come out to 3 & 5. W is counting on the fact that B has to go back to 6. If B△ were at a, then B could go to b. This makes one move difference.

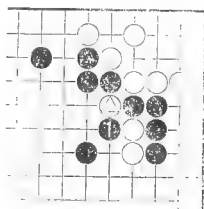
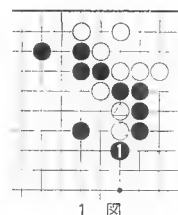
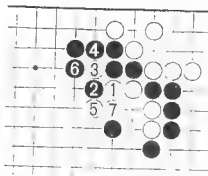


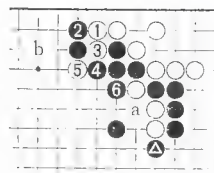
Diagram E



1 図



2 図



3 図

As these possible outcomes show, there is a big difference in aji between a honte and a phony play.

Quite often an efficient play is thin and a honte is slow. You might feel this conflict. But honte stores a power for later use and you won't necessarily suffer a delay.

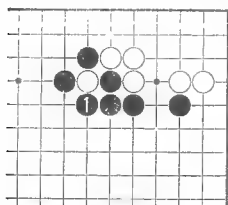
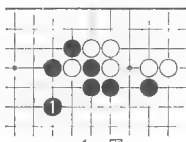
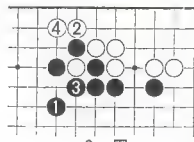


Diagram F

DIAG F: It is better to pick up the shicho stone as soon as possible. B1 is recommended.



1 図



2 図

Diag 1 (EFFICIENT?)

Some think this B1 is more efficient, but this is utter nonsense.

Diag 2 (TERRIBLE). With W2 & 4, B1 becomes a terrible goof-off. Such a play shows a lack of understanding of honte.

COLONIES REPULSE BRITISH ATTACK

By Roy Laird

Last July 4, on the 202nd anniversary of the Declaration of Independence, three determined Britons launched strategic and tactical assaults on the former colonies. The means of combat employed was, of course, Go. The British combatants were Jon Diamond, Britain's only native 6-dan, Matthew MacFadyen, 5-dan, and Adam Pirani, 4-dan. Mr. Diamond was matched against Takao Matsuda, who held the title of U.S. Champion for many years, Mr. MacFadyen met Larry Brauner, 5-dan, and Mr. Pirani played Young Kwon, 5-dan.

The U.K. forces were deployed in the conference room of Hoskyns Ltd., 151 St. Johns St., a computer software house that covered the substantial cost of the event. The Americans took their positions at the Zen Oriental Coffee Salon at 142 W 57 St., NY, meeting at 9am EDT. Moves were relayed by telephone, using a satellite link.



Young Kwon

Takao Matsuda

Larry Brauner

The result of the match reaffirmed the indefatigability of the American spirit. While Mr. MacFadyen redeemed the honor of the U.K., winning a ko which forced Mr. Brauner's resignation, Mr. Pirani resigned about half an hour after play resumed following the 1pm meal break. Mr. Diamond fought bravely, catching up significantly in the endgame, but eventually he conceded defeat. While the Americans celebrated the taste of victory, the Britons presumably indulged in tea and sympathy.

(Actually, the Britons had copious quantities of intoxicating beverages purchased for the members of the press. Reportedly the players abstained until vanquished. The coordinators on the other end of the telephone were quite jolly. - Ed.)

Black: Jon Diamond
 White: Takao Matsuda
 Commentary by Jon Diamond
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B5: B's strategy is to create large open formations and leave the corners to W. B5 at 6 is an alternative.

B9: Consistently aggressive. B considered B9 at 20 instead.

W10: Preventing a B play one point to the left, shutting W into the corner, and gaining substantial territory on the side in exchange for strengthening B.

W20 & 24 are prominent weaknesses in B's large formation. By playing 20 first, W can play at both key points.

B25: Not normally good because of the poor shape of the right-hand B group, but here, after 27-29 strengthening B, B43 will leave W eyeless.

B33: Should be two points above B9 to avoid the coming attack. B could still extend either side from B31.

B35: Should be at 36. The game sequence leaves a cutting point above B35, and less potential for eyes.

W42: Necessary, or B plays one point below and breaks into the corner or captures W36-34-40.

B43: Ideal timing. B strengthens his weak group by attacking W. With one more move he can connect to B23.

W50: At this stage W is clearly ahead; he had also used less time, 12 mins. to 26 mins. by B. However, this move is dubious - see the strong attack to B69 in which B builds thickness in the centre and makes profit at the top.

W70: W's group is not yet 100% alive, so this is living dangerously - or confidently.

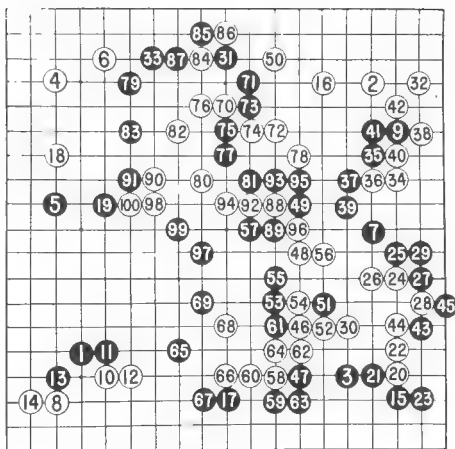
W76: Unreasonable - it provokes B77 and then W has yet another group fighting within B's thickness.

W78: Prevents a B play two points to its right, and aims just above B35.

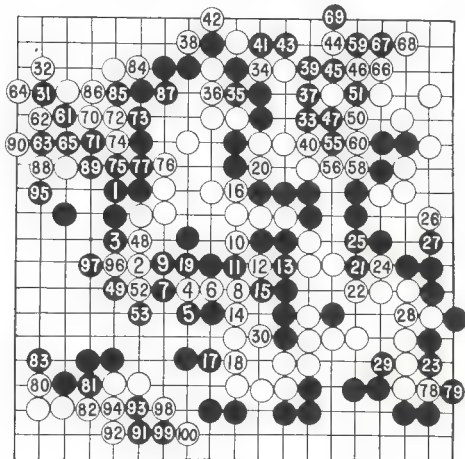
B83: After this I thought the game was in my grasp - a reversal from the position after W50. However, there are still some weaknesses, for example at W88 which lead to worries about my right-hand group.

W100: After this move I had only 4 mins. left, so the fight was played mostly instinctively. If W does not die he will probably win, because the fight is spoiling B's territory, not W's.

W116: He cannot cut at B119 because of the shortage of liberties of W's stones including W110. The move played aims at B119 and W120.



Game Record 1 (1-100)



154, 157 take ko.

Game Record 2 (101-200)

B123: Avoiding the semeai which would lead to an immediate finish, (by playing at W130.) Probably an error - because I thought that I could win anyway after an attack on the top right corner. Also I was too short of time. In any event, capturing at W128 was at least 8 points better!

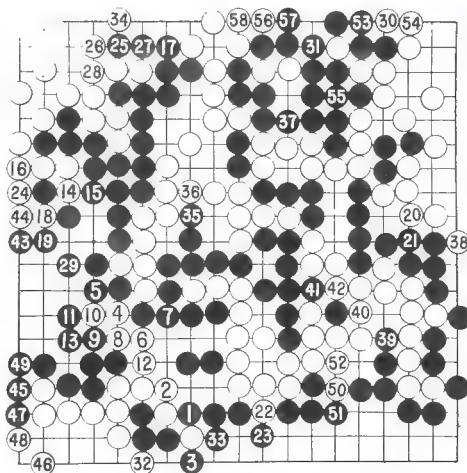
B133: I suddenly saw that I could play here and not be cut off - because W has lost liberties since W78. But I missed the follow-up sequence, and so (probably) B133 was a mistake.

W144: Now B can only live by fighting the coming ko.

W148: Good technique. This is large yose and also creates ko threats.

W158: W decides he cannot fight the ko further, so B has got away easily.

B171: Should be just left of B163. W is gaining and is now ahead. The game concluded with W258 and W won, with $5\frac{1}{2}$ points komi, by $7\frac{1}{2}$ points. Overall, a very tight game. I had several chances, especially in the middle game fighting after W's overplay at 76, but failed to take them.



Game Record 3 (201-258)

CG-0.0 COMPUTER GO - copyright © 1978 by Bruce Wilcox

Only 5 years ago the world's foremost Go organization, the Nihon Kiin, published this statement:

If it is possible for the tremendous power of the computer to conquer the game of Go, everybody will lose interest in it. Such apprehension, however, is completely groundless.... Fortunately, Go is such a profound and extensive game that it can never be controlled by machinery.... Those who are concerned in the computer business know it is only a fantastic dream to make the computer play Go in its own way in place of human beings.

In 1977, an introductory Go book stated that: "the game is said to be beyond the capacity of computers."

I have been patient too long. I will assume these statements were made out of ignorance--but I've had enough of them! I am a skilled programmer and player; and I have no doubt that computers will play amateur shodan Go within my lifetime. (That gives me lots of time to program it myself. 20 years is a more reasonable guess.) Nor should there be any concern over people losing interest if computers can play well. Until a computer is programmed with gamesmanship and showmanship--until a program recovers a losing game by deliberate swindle--there will always be a demand for Bobby Fischers. Far from hurting a game, computer programs seem to add new interest.

The intent of this series is to show that computers can indeed play Go. I will cover past contributions to computer Go, as well as the current state of the art. I hope to encourage others to program Go by showing ways it can be done, and perhaps someday there can be a computer Go tournament just as there are computer chess tournaments. (Til then, I'll declare my program to be the current world champion and wait for challengers.)

If anyone has information on past or current Go program research, I'd appreciate being informed. Specifically I am interested in knowing the following about complete programs: what is the best it has done (send a game record if possible), how does it play the game, when was it written, is it still being worked on, what has been published on it? For current research, if you want to send me a quick summary of the goals and/or accomplishments of your project I will include it here.

INTRODUCTION: Chess programs are entering the big time; every university seems to have one. A few years ago people attended computer chess tournaments for a good laugh. Now the strongest programs have achieved expert ratings, outclassing most of the members of the United States Chess Federation. By contrast, Go programs struggle to achieve 25 Kyu. That's weak!

Chess programs are doing well, but Go programs aren't thriving. What's the trouble? The rules for Go are simple. Programming a legal-move generator is easier for Go than it is for chess. Given that, why are there so few programs to play a game which is more interesting than chess? Aside from being less well known, Go is also much harder to program than it looks. To reveal the problem, let me explain how today's successful chess programs work.

HOW CHESS PROGRAMS WORK: The first few moves are made by merely following a memorized opening from some book. Doing this is trivial, and sooner or later the memorized sequences are exhausted. So let us skip past the opening game and discuss the heart of the program. What the program does is generate a sequence of moves up to some fixed depth and then "evaluate" the board. This is called the HEURISTIC SEARCH model. Many, if not all, possible sequences are generated and compared. The computer plays "honest" chess. It assumes its opponent is perfect (despite evidence to the contrary). There may be several responses to any move at any depth in a sequence. Each response generates a subsequence up to the fixed depth. In the best programs the moves in the sequence are chosen randomly from the set of all legal moves in a position; in other programs the set is restricted to the "n" most promising moves, as judged by a static evaluation of all legal moves. (Since the winning programs look at all moves, obviously the static evaluation functions have left something to be desired.) Once the depth limit is reached, some minor attempts are made to insure that the position being evaluated is stable (usually, if any captures or checks are pending, these are carried out).

The evaluation procedure consists of combining features of the ENTIRE board into one numeric value. This is done by adding together numbers representing different features. For example, being a bishop ahead might be worth 300 points, and having a passed pawn on the 5th rank might be worth 50 points, so a position with both of these features is worth 350 points. Captures, center control, and piece mobility are the key features, with captures dominating. (In the best program the total value of all positional factors is not worth more than a pawn and a half.) The sum of all feature values is treated as the result of this line of play. The program will ultimately select a move leading to the best value it can force upon its opponent.

WHY THE HEURISTIC SEARCH METHOD WORKS IN CHESS: Chess can be successfully programmed by the heuristic search method because there is a common scale of values for measuring both material and positional gains, and the small board size allows significant amounts of random searching to be performed. Chess is a game of tactical mobility. The tactical objective of chess, to capture the king, makes victory ultimately related to piece advantage and tactical combinations. Since I am not a strong chess player, I'll quote Hans Berliner, a former Correspondence Chess World Champion, a top-ranked US over-the-board player, and a well-known chess programmer:

Tactical moves are made in order to gain or avoid losing material and are usually of the highest degree of importance. Positional advantages are usually of a lower order than the most minimal material advantage.... Long-term strategy need be invoked only rarely to decide on a long-range goal of lower order than such things as material and

positional advantages....

This is not to say that material sacrifices for positional gain are impossible. But in the great majority of cases, a piece loss will prove fatal. In fact, it is only in this century that positional play has become important. Earlier chess masters looked only at the tactical implications of their play. Modern theory emphasizes positional play more than before, but even the tactically-oriented old masters were strong players.

WHERE HEURISTIC SEARCH FAILS IN CHESS: The heuristic search method of playing chess has several major weaknesses. The first is the "horizon effect". Because the programs stop searching abruptly at an arbitrary depth limit and do only minimal attempts to insure the position is stable, the evaluation is likely to be applied in a rapidly changing context. The programs are totally blind to pending changes and their evaluations can thus be misleading.

The second weakness is a lack of follow-through. In combining features into one number, the programs "forget" WHY they made a move (actually, by lumping all the features together, they never really knew why). In addition to creating erratic behavior, this makes them harder to debug. The process of fine-tuning the values given to key features often makes the programs stagger back and forth from one kind of error to another.

The third problem results from independently summing feature values to arrive at a position assessment. Features interact to enhance each other, or may be worthless in certain environments. In Go, walls might be a feature, but walls facing stable groups are worthless and walls facing weak groups have tremendous value. Independent feature recognition is inappropriate. Recognizing interaction is essential.

These limitations have not stopped chess programs from improving. Whether they will block progress to master level remains to be seen. They may cause the ultimate progress to be much slower than could be achieved by other means; but most chess programmers tend to ignore (or accept) the flaws.

HEURISTIC SEARCH FAILS IN GO FOR TWO REASONS (1) SEARCH FAILS: The sheer size of the Go board has a heavy impact on programming. Even at the end of a game of Go, there may be over a hundred legal moves remaining. Exhaustive searching in Go reaches computer time and space limits before going anywhere near the depth reached by chess programs. This is critical because to play good Go you must look DEEPER than in chess. Chess masters only occasionally examine lines of play going 15-20 moves deep. Go masters do this routinely, and often go much deeper. This does not mean Go masters are smarter than chess masters. Because of the smaller scale of chess (in pieces, game length, and space) and the mobile nature of the game, significant changes occur rapidly. The whole board can undergo upheaval in a few turns. Go, on the other hand, is played by successive addition of a single stone to a large board with the previous stones remaining untouched (except for capture). Thus the game exhibits fewer sequences of a given length related to simple local tasks. The pace of Go is much slower and tactical interactions are often largely devoid of global impact.

Humans look 15 or more moves deep in chess because of a single-mindedness of purpose which computer programs lack. The intent of computer lookahead is to find a move leading to an overall "better position", taking into account whatever factors it can. Looking at all sequences up to a depth of 6 or 7 moves finds many of the normal material and positional gains that a human would find. (Of course the occasional misses of a 9 move sequence can prove fatal.) Such random searching finds interesting boards at a reasonable cost for chess, but cannot be transferred to Go. Because it takes many moves to bring about significant changes in a Go position, finding interesting results "by accident" is prohibitively expensive. Searches must be restricted to determining if and how a specific

task can be accomplished. This is how humans control their searching in both chess and Go, enabling great depth to be achieved with few extraneous moves.

WHY HEURISTIC SEARCH FAILS IN GO (2) EVALUATION FAILS: Even if random searching could be afforded in Go, we would still have problems with evaluation. Go is a game of slowly acquired positional advantages. The long-range objective of Go is to have more territory than your opponent, but there are a multitude of direct and indirect ways to accomplish that goal. One may attempt to make territory, build influence, attack weak groups, or destroy opponent territory. There is no central piece around which the game must focus, so players may concentrate their energies wherever they please. (Lack of a central piece also removes a good "instant win" criterion in lookahead.) The size of the board causes the game to fragment into many small battles, giving no unique focus. Tactical gains do not outweigh positional ones (even to the extreme of sacrificing a group worth 30 points for positional gain). Nor do various positional gains seem to have a unifying theme. With no clear dominance of tactical gains over positional ones, and with the board consisting of so many different types of situations, it's amazing that humans can play Go so well.

SUMMATION: The marriage of chess and computers takes advantage of the tactical nature and size of chess and the speed of the computer. The best program examines about HALF A MILLION moves each turn (all lines of play to a depth of about 6 moves). This brute force approach can stumble across many interesting tactical variations, terrorizing the average player. The program is weaker at acquiring positional advantages and has no long-term strategic planning ability, but up to master level (and perhaps beyond) this is not critical.

Tactics is important in Go, but the board size makes doing exhaustive tactics to any useful depth impossible. Positional gains often equal or outweigh tactical gains, but there is no easy and reliable measure for evaluating them. The size and nature of Go call for extremely fine positional discrimination, much more so than for chess.

CONCLUSION: Chess and Go are both simplified examples of "inexact problems", ones that have no clear solution algorithm. Humans can be quite skilled at these problems, even if it is not clear how they do it. In programming any game, the temptation is to let the computer do its thing--grind out an answer by looking at as many moves as can be afforded. Doing this, chess programmers have achieved human-like performance without human-like thought processes.

Chess has long been a favorite domain for research in the field of Artificial Intelligence (AI), but Go may yet supercede it. As Berliner has concluded:

human chess players largely delude themselves in believing that chess is a "conceptual" game.... while chess may have to be "conceptual" to a human processor, such an approach may not be at all necessary for super-fast machines. However, even if a full-width search program were to become World Chess Champion, such an approach cannot possibly work for Go, and this game may have to replace chess as the "task par excellence" for AI.

(For those desiring more on computer chess, I recommend Berliner's review of chess program history and literature in ARTIFICIAL INTELLIGENCE, vol 10, 1978.)

Go is a whole new challenge requiring insights into human thought and new programming techniques. Because global changes occur slowly in Go, the game is much better suited to studying complex information management and decision-making than is chess. Aside from its serious merits, programming Go is fun. And since the field is still in its infancy, there are many opportunities to explore the unknown.

The foregoing is meant to show that programming Go is hard because it is a new and different task, not because it is impossible. The remainder of this series will show that the obstacles can be overcome.

Having shown why programming Go is so hard, let us see just what has been accomplished.

November 17, 1968 - The earliest program to play a complete game of Go was written by Albert Zobrist for his PhD. (The thesis, entitled Feature Extraction and Representation for Pattern Recognition and the Game of Go, is available from University Microfilms of Ann Arbor, Mi.) As is shown in Diagram 1, there is no clear way to distinguish the human from the computer. Both could be human. This game, between two complete novices, is not Go as we are used to it. It is, however, a landmark. The program (playing White) is able to play a complete game of Go (to move 232), and wins by 7 points.

July 11, 1970 - The crucial test of a program's understanding of the game is seen in its play against a skilled player. This is the last version of Zobrist's program, playing Black with 13 stones against an estimated 7 kyu. Black's moves in Diagram 2 seem almost human. I say almost because, while they reflect human pattern knowledge, they do not reflect human understanding of the game. Observe how Black seems to understand capture with his moves 77-83. Clearly the White 76 string is doomed. But around move 140 Black simply lets White capture his way out of the trap, and Black will eventually lose this game by 181 points! (Diagram 3 shows how.) The program does not "understand" why it plays a move, so its moves fail to support each other.

Diagram 1

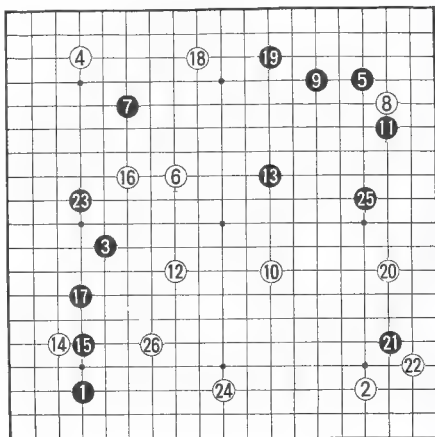


Diagram 2

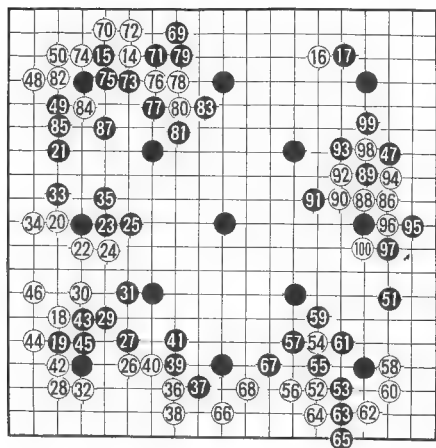
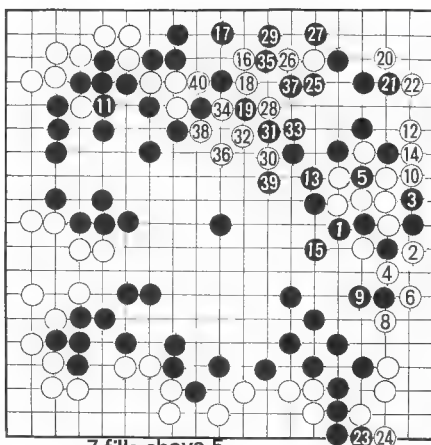


Diagram 3



7 fills above 5

Zobrist's program was not really designed to be a good Go player. He was researching pattern recognition and not trying to develop a general programmable theory of Go. What to do with a pattern once it was recognized was not really developed. Nonetheless the program is an instructive first attempt.

The first task of any game program is to create a complex representation of its environment. Go players do not just see stones when they look at a game in progress; they see many different "mappings" of the stones and empty points into entities that can be manipulated wholesale, instead of point by point. The more points that can be lumped into one unit, the more efficiently they can be processed. Complex perception of the board is a major discriminant between strong and weak players. As we look at Go programs, an important question will be what they have as basic perceptual or computed data. Often most of the program's code will be devoted to perceiving the board, and little to the actual use of its perceptions. This means that if we know what it perceived, we know both what the program actually did (since it didn't use the data much), and what it might be able to do (with some sophisticated utilization of the perceptions).

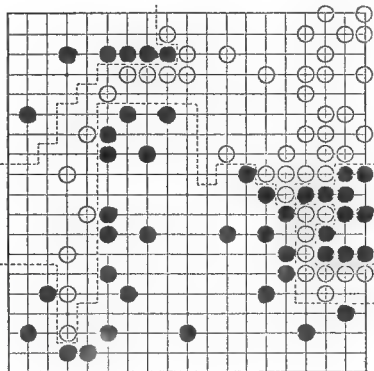
Zobrist's program provided basic analysis of the board in terms of:

1) Segmentation of the board into Black and White regions. This was done using an "influence function". The idea is that stones control empty points near them. Black stones radiate positive influence; White stones radiate negative influence. Opposing influence cancels out, and whoever has more influence is left in "control" of that point. A segment consists of areas of contiguous points of the same sign (also called a group or army). The absolute value of the influence number at a point measured the degree of control over that point by a player's stones. A separate count was kept for the number of stones and the number of empty points contained in a segment.

An "influence function" is a common building block of most programs. It is often used to define groups and to handle potential territory and influence (walls, thickness, etc.). Mathematicians and programmers have had this fascination with influence functions, and I understand that Manfred Wimmer (former European champion and now a professional Go player) worked on one around 1970.

Zobrist's influence function is worth a closer look. Consider a 19x19 matrix representing points of a Go board. Each Black stone was given +50, each White stone -50, and all other locations were given 0. Then each positive location added 1 to each of its 4 neighbors. The 1 point add/subtract process was repeated 3 more times. In effect this spreads influence

Diagram 4



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0 2 4 5 6 6 4 1 2 2 6 5 5 5 2 10 52 12 52
2 4 8 10 10 11 11 2 50 12 10 10 2 2 10 62 16 62 61
3 7 10 62 10 57 57 56 42 56 13 62 12 11 12 14 62 14 11
5 8 10 6 0 5 56 57 56 64 12 12 12 62 13 64 64 14 52
7 10 8 0 2 56 2 6 6 5 8 2 2 11 12 62 15 13 10
8 62 6 2 6 1 56 8 57 3 3 6 8 8 11 14 64 62 11
7 9 1 2 56 56 14 13 12 5 5 10 8 10 12 62 62 16 52
2 0 3 11 6 58 13 62 10 2 2 58 5 12 62 16 65 56 5
1 5 10 62 6 6 11 10 7 1 2 0 47 48 66 57 50 50 54
2 5 2 12 2 6 10 9 6 3 2 7 12 48 42 50 65 12
1 5 8 12 54 56 12 11 8 6 8 10 12 14 48 50 42 57 60
2 5 2 11 5 58 13 62 10 8 10 62 12 62 8 51 49 15 11
1 2 2 51 8 12 10 8 7 8 10 11 13 56 50 50 57 53
3 3 0 8 3 58 12 10 7 5 6 8 10 13 56 57 58 52 53
6 11 53 54 1 9 62 10 8 7 7 7 10 62 7 2 58 2 5
8 12 6 5 1 11 12 10 10 10 8 8 8 10 12 5 6 55 3
8 61 6 54 5 62 11 9 10 62 10 6 6 8 10 62 11 11 7
7 11 11 56 63 12 8 6 8 10 8 4 3 4 8 10 9 7 4
4 6 8 9 9 7 4 3 4 5 4 2 0 2 4 5 5 3 2

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of stones out to nearby areas, and the results are quite interesting. Diagram 4, taken from Zobrist's thesis, shows a board position, its segmentation, and the influence numbers generated (negative numbers are underlined).

2) Occupation of points and neighbors. Information was maintained as to whether a point was occupied, by whom, and how many of its neighbors were of each color (both adjacent and diagonal).

3) Stones and dame. For each occupied point the program kept the number of stones in its chain and the number of dame in the chain. Each vacant point had associated with it the number of empty adjacent intersections.

With that board information, here is how the program worked. There was a set of "patterns" to be applied to the entire board in all areas and orientations. These patterns were lists of tests for the existence of certain values in the various basic board data at specified locations. One such pattern might be the equivalent of: Black stone at (0,0) with 1 dame, empty space at (1,0), and Black stone at (1,1) with at least 4 dame = the play at (1,0) is worth 500 points. This would detect chains in atari which could be saved by connecting them to another chain. The program looks at each intersection of the board, one by one. If a Black stone with 1 dame is found (the 0,0 relative coordinate base), then the program looks for a neighboring empty point (location 1,0) and corresponding safe Black string (location 1,1). When instances of this pattern are found, a 500 point bonus is added to the proposed move location, the connection at (1,0). This is an example of specialized knowledge that would not be matched very often. Consider the pattern: White segment at (0,0), Black segment at (1,0) = the play at (0,0) is worth 40 points. It is a general one that might match 100 times in a single pass over the entire board and gives the program an "urge" to advance toward the enemy.

Many patterns were applied to the board, with the scores being summed for each location. Whichever one ended up with the highest score became the program's next move. (Notice this is like "whole-board" evaluation after a search of all moves to a depth of one.) Some patterns were used only in certain "phases" of the game, to deal with differences, say, between fuseki and endgame. Other patterns were used to downgrade moves. Ko was a recognized pattern and a bonus of -4000 was given an illegal ko recapture. This effectively removed the move from consideration.

Patterns alone didn't play a reasonable game of Go (not surprising), so lookahead was added. The program used some of its patterns to mark points where lookahead should be performed. The lookahead was extremely weak, and was used for connectivity and stone safety. Brute force was the key--look at all combinations of moves within the range of marked points; but only to a depth of 3 moves. There was a separate routine to handle ladder searches, which went to an indefinite depth (the only allowed moves were atari and save). Moves which accomplished the lookahead goal had bonuses added to them, just as though they had matched a pattern (in a sense they had). To handle life and death situations (tsume-go), rather than use normal lookahead, a special mechanism attempted to determine sets of points needed to form two eyes if unopposed. Moves entering into the greatest number of eye formations were given bonuses if there were neither too few nor too many eyes formable.

Clearly his program was a weak Go player. But if you added a good lookahead system and more patterns, how far could it develop? I don't know. In some sense you can characterize all Go play as pattern and lookahead controlled. But his program design had several important omissions. Humans use patterns that make sense only with the results of earlier computation (patterns of patterns of ...). "Push your opponent's weak stones toward your strong ones" is a pattern statement which first requires using lookahead and patterns to recognize weak and strong stones.

For the program's moves to look reasonable so frequently, clearly there must be something to the notion that humans use patterns to guide their play. But while the patterns had motivations implicit in them, no

testing was done by the program to see if the implied motive was reasonable in the current situation. Nor was there any continuity of purpose from turn to turn. Humans filter out many otherwise reasonable pattern moves because one pattern is more valuable for a specific on-going goal. One thing all programs that I know of have in common is an inability to play out a ko fight. They recognize that it is illegal to recapture immediately, but since ko is a motivational concept, they know nothing about generating ko threats. Instead the program merely selects its next best move. (Many ko threats are stupid moves in and of themselves.)

While Zobrist's program left much undone, remember that his was the first. It is thus an important milestone in computer Go. And it beat human beginners, setting the stage for improved programs.

TO BE CONTINUED SPORADICALLY.

A REQUEST FROM THE RATING COORDINATOR

Dave Relson asks that clubs reporting non-tournament results to him use the form below. It has the advantage of using only one line for a series of games between 2 players at the same handicap and color. For example, if Smith plays Jones 5 games with Jones taking a 2-stone handicap, and if Jones wins 2 games and Smith wins 3, the results would be recorded as below. An entire evening of club play can be recorded on one lined sheet.

White	Black	Hndcp	# of Wins		
			W	B	J
Smith	Jones	2	3	2	-

OLD BACK ISSUES OF GO REVIEW NOW AVAILABLE

The AGA can now offer for sale its stock of 1962 & 1963 Go Monthly Reviews. A few monthlies from '69, '70, '72 & '73 are on hand in addition to copies of most of the quarterly issues.

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___ Sep '63	___ Summer '73
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___ Nov '69	___ Winter '75
___ Jan '70	___ Summer '75
___ Feb '70	___ Winter '76
___ Sep '70	___ Spring '76
___ Aug '72	___ Summer '76
___ Dec '72	___ Fall '76
___ Jan '73	___ Winter '77
___ Apr '73	

2-STONE HANDICAP GAME

White: Kamesaburo Nakagawa, 7th Dan

Black with 2-stones: Sano Hayashi, 3rd Dan

(This game was played in 1877 between a leading professional and a female pro of that time).

Fig. 1 (1-50) UNSATISFACTORY BEGINNING FOR BLACK

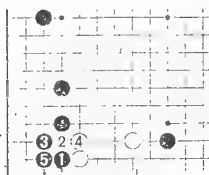
B22: Ikkentobi A is better balanced, but this is not too serious.

B36: It was better to push to B once and then jump to C.

B40: This should have been at D, leading to Diagram 1.

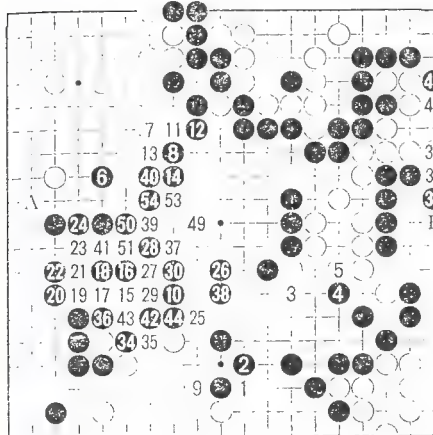
B42: This was highly questionable. Tsume at E is much bigger. Black's intention was to prevent the cut at F and to secure a large territory in the upper right side. But this gave White the chance to play the nice tesuji W43 and the result is rather unsatisfactory for Black.

Diagram 1



- B74: If nobi to A, then with "ate" W75 & WB, the Black shape gets bad. B74 also takes W51 with shicho.
 B78: prevents a shicho break. Black still has an advantage.
 B80: With this, an all out attack begins. But it is more reasonable to play at C.
 W91: The reason why Black does not play D right away is that there is a possibility of E.

Fig. 3 (101-154) BLACK OUTREADS WHITE.



45 Black has let White come close, but succeeds in deciding the game by catching on to White's overplay.

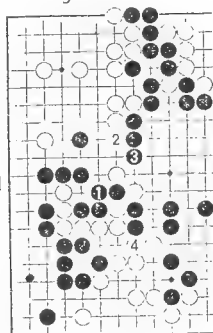
B6 is a good point. At this stage Black is slightly ahead.

B16: This was a bit too strong against W15; it should have been at 28.

W31-33: Instead, kosumi A was better.

The hanetsugi B31 & 33 is sente for Black. After W31 & 33,

Diagram 3



Black cannot connect if White plays at B. So this was a big reverse yose. But globally this wasn't that big.

W37: This cut was an overplay. If White had connected at 44, then the game would have been close. B38 & 40 were very good. For B40, if Black connects at 1 in Diag 3, then after the kikashi W2, White connects at 4.

B40: At this stage Black must have read through the killing of the White group. After this, White can't go back to the connection at 44. So White takes at 41. Then with B42, a ko begins. But White can't win this ko. W44 is just a gesture before giving up.

The AGA Rating System

The basic formula is $Rp' = Rp + C + B$, where Rp is the player's old rating, Rp' is the new rating, C is the rating change, and B is the bonus.

$C = K * 2 * (W - E)$, where K is the value of a win, i.e. 6 for shodan or stronger, 8 for one kyu thru 10 kyu, 10 for 11 kyu thru 20 kyu, etc. W is the number of wins. E is the expected number of wins, i.e. $\sum p(D)$. $p(D)$ is the probability of a win, i.e. $1 / (1 + 10^{(-2D/533)})$. D is the adjusted point difference, i.e. $Rw - Rb$ for even games and $Rw - Rb - 100(W - \frac{1}{2})$ for handicap games. (A maximum of 250 is allowed.)

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$B = K' * (C - K * (W + L) * 5/8)$ for non-tournament games when $C > K * (W + 1) * 5/8$. C, K, and W are as above. L is the number of losses. K' is the bonus rate, i.e. 1 for shodan or stronger, $1\frac{1}{2}$ for one kyu thru ten kyu, 2 for 11 kyu thru 20 kyu, etc.

For tournament games, $B = K * 2 * (W - E - (V + 3)/4) / (V/4) / K''$, if $W - E > + (V + 3)/4$

and $B = K * 2 * (W - E + (V + 3)/4) / (V/4) / K''$, if $W - E < - (V + 3)/4$

V is the sum of win expectancies, i.e. $\sum p(D) * (1 - p(D))$. K'' is 1 for one kyu or weaker, 2 for one dan to four dan, and 4 for five dan or above. If any player has a net change of more than one rank, he receives a one rank correction and all changes are recomputed.

No bonus is given unless three or more games are played and no more than half of them are with one opponent.

Provisional ratings are computed for all players new to the rating system.

The formulae are: $Bp' = Bp + 1$ and $Rp' = Rp + C'$, where $C' = (\sum D + 250(W + L)) / (W + L) / (Bp' + 1)$.

Bp is the old provisional rating base (initially zero), Bp' is the new base, Rp is the old rating, Rp' is the new rating, C' is the rating change, D is the adjusted rating difference (as above), W is the number of wins, and L is the number of losses.

The provisional rating equations are applied: (1) when Bp \geq 8; (2) for games where $B_o > B_p$ (B_o is opponent's base), the handicap is appropriate (within $1\frac{1}{2}$ stones of the proper handicap) or for upset victories with inappropriate handicaps; and (3) when at least two opponents have been played or more than two games have been played with one opponent.

"Teaching games" are defined as occurring when the proper handicap is 10 or more and the actual handicap is at least one less than the proper handicap. If white wins as expected, neither player's rating is affected. If black wins, his provisional rating base is set to zero and the provisional rating equations are automatically applied - effectively resulting in a promotion for him. The win is not counted against white.

David Relson
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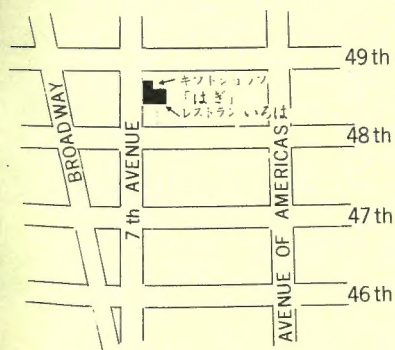


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